CHOSEN MEN

Military Skirmish Games in the Napoleonic Wars

Osprey Wargames

Mark Latham

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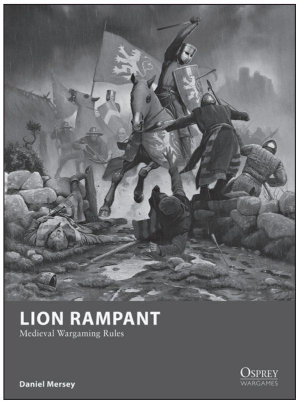
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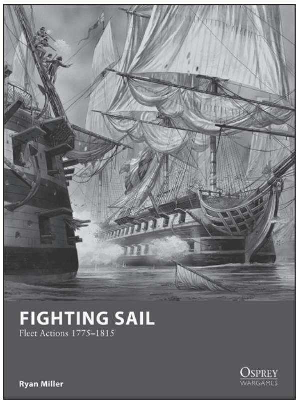
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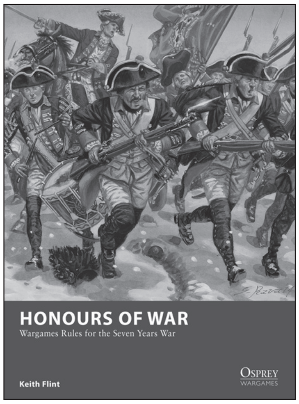
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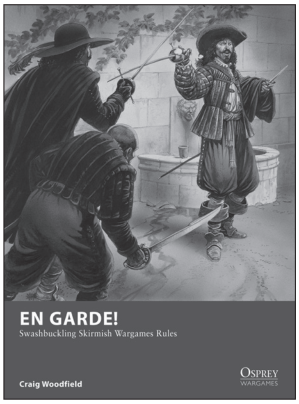
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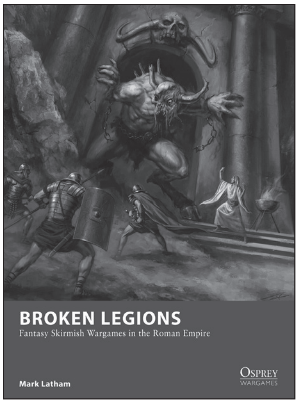
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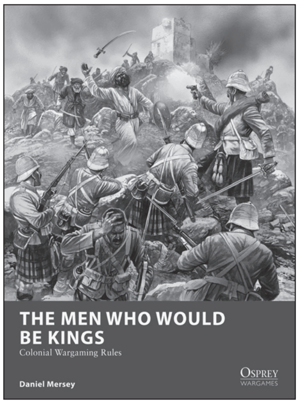
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CHOSEN MEN

MILITARY SKIRMISH GAMES IN THE NAPOLEONIC WARS

MARK LATHAM

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INTRODUCTION

The Napoleonic Wars are perhaps best recognised for the blood-soaked fields of great battles such as Waterloo, in which thousands of men marched and died to the beat of drums and the roar of cannon. And yet many smaller, vital engagements were fought against Napoleon, in bloody skirmishes on the periphery of larger battles. In such small actions, the actions of individuals could shape the fortunes of their brothers-in-arms, and prove the difference between a heroic victory or bloody defeat.

GAME SCALE

Most Napoleonic wargames deal with conflicts on a huge scale, with large formations of models representing entire battalions or even regiments of men. *Chosen Men* is a much more personal, visceral affair, with each model representing a single brave soldier, and each battle representing a single small stage upon the larger theatre of war. Where a detachment-level game might deal with the entire Battle of Waterloo, or a battalion-level game might focus merely on the taking of Hougoumont, for example, *Chosen Men* deals with smaller objectives – such as intercepting French spies fleeing Torres Vedras; defending a Spanish Mission from attackers; or protecting a supply train from guerrillas. In such scenarios, the ability of a unit to form square to defend against heavy cavalry is secondary to its ability to move quickly and take cover!

THINGS YOU'LL NEED

In addition to the rulebook, there are a few basic things that you'll need before you can start playing this game.

- **An Opponent:** *Chosen Men* is primarily designed for two players, each taking charge of one of the sides in a battle. However, it's possible to have more than one player on each side, with multiple players forming teams.
- **Miniatures:** The soldiers under your command are represented by tabletop miniatures, preferably of 25–30mm scale, organised into units of 5–20 models. The average force comprises between three and six such units, although smaller and larger games can be accommodated by the rules.

- **Dice:** You will need a set of 6-sided dice (D6s). It will help if at least a few of these are a different colour from the rest.
- **Measure:** The movement of models and the measuring of weapon ranges requires the use of a tape measure or ruler, marked in inches (“).
- **Counters:** There are certain game effects that some players may find it helpful to indicate with counters or markers. The most common are **Activated**, **Broken**, **Charge!** and **May Not Shoot**.
- **Force Roster, Notepad and Pencil:** A force roster (which can be downloaded from www.ospreygames.co.uk) will allow you to record the composition of your force, and make a note of its statistics and special rules for ease of reference. In addition, you may find a notepad and pencil useful for recording other special occurrences that may crop up.
- **Gaming Area:** You will need somewhere to play, ideally a flat surface or area of floor. The average gaming area is 4 feet (or 120cm) square, but can be larger or smaller depending upon the number of miniatures you want to use.
- **Scenery:** At a bare minimum you will need some model hills and some trees to provide objectives and block fields of fire. Many players go on to amass large scenery collections, with ruins, roads, rivers, walls, hedgerows, farmhouses and even entire villages or forts to populate their gaming tables.

PLAYING THE GAME

Before diving straight into the rules, it’s worth spending a moment establishing some of the basic principles of the game. Presented here are some conventions and abstractions that are used throughout this rulebook, so familiarising yourself with them is essential to gain a full understanding of the game.

MODELS AND UNITS

Throughout these rules we refer to your playing pieces as ‘models’. This is more than just a descriptive term, as we use ‘model’ specifically to mean a miniature from your collection, such as a Rifleman or Lancer, rather than a piece of scenery such as a farmhouse or tree.

Models are organised into **units**, comprising anywhere up to 30 models, as determined by your Force List (p.39). Units fight as a single cohesive formation on the battlefield. Some units, notably Independent Officers, comprise only a single model – any rule that applies to ‘units’ still affects them.

All models in the game are categorised as either **Officers** or **Soldiers**. Officers have access to various special abilities and traits. Soldiers are less influential, but their numbers are invaluable to any strategy. Officers are characterised by their Strategy (STG) characteristic, as described below.

CHARACTERISTICS PROFILE

Models are represented by a ‘profile’, which is made up of six characteristics. Each characteristic has a numeric value, usually between 0 and 6. The higher a characteristic’s value the better. The characteristics are as follows:

- **Melee (M):** Skill at arms in close quarter fighting.
- **Resilience (R):** A model’s toughness and constitution.
- **Command (C):** Discipline, leadership and courage.
- **Wounds (W):** The amount of damage a model can take before being removed as a casualty.
- **Tactics (TAC):** The quality of the troops – this translates to the number of actions a unit can take in a turn.
- **Strategy (STG):** Only possessed by Officers, STG represents a model’s ability to issue orders and perform special actions. Unlike other characteristics, STG is a finite pool, which is used to perform certain special actions. When the ‘STG points’ are used up, they are gone for the rest of the game.

EXAMPLE PROFILES

Model	M	R	C	W	TAC	STG	Type
Rifleman	3	3	3	1	4	–	Infantry
Rifleman Sergeant	3	3	3	1	4	1	Officer (Infantry)
Rifleman Captain	3	3	3	2	4	2	Officer (Infantry)

UNIT TYPES

In addition to the broad category of Officers and Soldiers, units are broken down into 'unit types', each of which has their own qualities, summarised here:

- **Infantry:** Infantry models are single men on foot, mounted on a round base of between 25–32mm – all models in the same unit should be based identically for consistency. Infantry models have no intrinsic special rules.
- **Cavalry:** Represented by a man on horseback, Cavalry models are typically mounted on 40mm round bases, or special 'cavalry bases' (usually 25mm x 50mm oval or lozenge-shaped). Both mount and rider are treated as a single model for all rules purposes. Cavalry models gain the **Devastating Charge** special rule (p.36).
- **Artillery:** An artillery unit is typically represented by an artillery piece with several models on foot acting as its crew. The foot models are treated as Infantry in Skirmish order for most rules purposes. The artillery piece does not require a base, although many gamers like to model bases for them. See p.33 for special rules concerning Artillery. Artillery units have the Cumbersome special rule (p.36).
- **Independent Officer:** An Independent Officer is usually a unit of just a single model, such as a colonel, spy or general. Sometimes an Independent Officer is accompanied by Aides-de-Camp (ADCs), who form a small unit with their officer (see p.30). If an Independent Officer is on foot, he and his aides are treated as Light Infantry – his profile will become as Independent Officer (Light Infantry). If he is mounted, he is treated as Cavalry. See p.29 for special rules concerning Independent Officers.

UNIT COHERENCY

All of the models in a unit must remain within 1" of another model in the same unit at all times. If a situation ever arises where one or models is further than 1" from any of its fellows, then the entire unit is Disordered. If it has yet to act in the Action phase (p.10), it operates at -1 TAC, and will continue to do so in subsequent turns until coherency is restored.

UNIT LEADERS

One of the most integral concepts of *Chosen Men* is the use of Officers within units to determine the true position of the formation. In an abstract theatre of war, it can be a little limiting, and sometimes confusing, to use the actual position of each individual model on the tabletop to calculate line of sight, charge distances, cover, and so on. To speed things up, we use the Officer of any given unit as a lynchpin for his men, and in the rules refer to him as the Unit Leader.

When measuring any distance to or from a unit, for movement, charging, shooting, or whatever, use the position of the Unit Leader, measuring from the edge of his base. Likewise, when calculating line of sight (see below), always check from the officer's position, rather than other models in a unit.

DEATH OF AN OFFICER

When a unit is attacked, either from musketry or in melee, Unit Leaders are always removed last of all. However, in some special cases a Unit Leader can be killed before the rest of his men. In such circumstances, follow the Death of an Officer rules, on p.29.

FORMATIONS

The main rules of the game assume that units are arranged in Skirmish formation – this is as described for Unit Coherency, earlier, with models forming a loose battle-group, and no model further away than 1" from a friend.

All Infantry units are able to form other formations: Line or Column of Attack. Cavalry units are able to form a Cavalry Line. See p.13 for more on formations.

DICE

All of the dice used in *Chosen Men* are six-sided (D6). If you are required to roll multiple dice, the rules may direct you to roll 2D6, 3D6 and so on. If the score of the dice roll is to be modified (see Modifiers, below), the rules may, for example, ask you to roll D6+2 (roll one D6 and add 2 to the result). Conversely, D6-2 would indicate a penalty rather than a positive modifier.

Sometimes you may be asked to roll a D3. This is simply the result of 1D6 halved, rounding fractions up. So a result of 1–2 = 1, 3–4 = 2, and 5–6 = 3.

CHECKS

Sometimes you'll be asked to make a 'check' – most commonly a Command check – in order to see if a unit succeeds or fails at some particular task. To do this, simply **roll a D6 and add the appropriate characteristic. If the result is 7 or more, the check is successful**. However, see the Rule of 1 and 6, below.

If a unit contains models with different characteristic values for the required check, you must always use the majority value (so if you needs a Resilience check, for example, and your unit contained seven models with R2 and three models with R3, you would check using the 2). If you have an equal number of models with different values, use the higher of the two. The exception to this rule is Command checks – **when taking a Command check, you must always use your Unit Leader's Command value.**

RE-ROLLS

Sometimes you will be allowed to **re-roll** the dice for a check or other roll. Unless stated otherwise, this means you must take all of the dice that you originally rolled, and roll them again. The result of the second roll must be accepted, even if it is worse than the first. No matter how many re-roll special rules you have, you may never re-roll a re-roll.

ROLL-OFFS

Sometimes you will be asked to 'roll off', perhaps to determine a winner of a 50/50 decision. A roll-off is simply when both players roll a D6, and the highest score wins. Sometimes you might be required to modify this dice roll, such as when rolling for Initiative (p.9).

THE RULE OF 1 AND 6

This is vital when we start giving Resilience boosts – so sixes always succeed when rolling to hit or wound, or when making a test.

MEASURING

Tape measures are used to gauge the distance a model can move, or measure the distance between a soldier and another point on the tabletop (to check the range of a musket shot, for example). During the game, any distance can be measured by any player at any time. Any measurement between two different miniatures must be taken between the closest points on their base edge.

LINE OF SIGHT

The term 'line of sight' is used often in games of *Chosen Men*, and is simply a measure of what a unit can 'see'. Units have a 360-degree line of sight (see Formations, p.13, for exceptions). Most shots cannot be fired unless a unit can see the target. Units cannot charge an enemy in melee unless they could see them when the charge was declared. As you can tell, line of sight is rather an important concept!

To check line of sight, simply draw an imaginary straight line from the centre of the Unit Leader's base to any model's base in the target unit. If this line is broken by another unit, friend or foe (models within the same unit do not block line of sight), or by a piece of scenery with the Blocking rule (see p.25), then the target cannot be seen this time.

Many pieces of terrain, such as low fences and hedges, do not block line of sight, but do have other effects - providing Cover, for example (p.26), or a Defensible barrier (p.26).

The Loyal Lusitanian Legion ambushing French troops in the San Benito Monastery, by Mark Stacey © Osprey Publishing. Taken from Raid 34: Oldest Allies.

THE TURN SEQUENCE

A game is broken down into a number of turns, during which your units may move and fight. Each turn is further divided into four 'phases', which are always conducted in the following strict sequence:

1. **Initiative:** Both players roll for Initiative.
2. **Action:** Units 'activate', one at a time, and may spend their TAC points to perform one or more actions. A unit may not perform the same action more than once in a turn. The player with initiative chooses one of their units to act first. Once a unit has taken its actions, play passes to the opposing player, who chooses one of their units and activates it. Play continues like this until all units able to do so have activated.
3. **Melee:** All units engaged in melee combat (base-to-base contact) may attack their enemies. All models may attack once, unless a special rule states otherwise.
4. **Recovery:** Rally fleeing models, recover from injuries, resolve effects in play/persistent effects, and check victory conditions.

THE INITIATIVE PHASE

In the first turn of the game, both players roll a D6 and add the highest STG value from the remaining officers in their force. The player with the highest score wins the initiative, and may choose whether to act first or second in the first Action phase. If the scores are tied, roll off until there is a clear winner.

The initiative automatically passes to the other player in the following turn, and alternates between players thereafter.

CAULDRON OF WAR STRATEGIES

This special rule represents the raging battle that is going on just beyond the bounds of the gaming area, as though the skirmish taking place is merely a snapshot of a much larger engagement being fought all around.

Immediately after rolling for initiative in the first turn of the game, before the Action phase begins, both players roll a D6 for their Cauldron of War Strategies. Some strategies are required to be played immediately – if this is the case, resolve them now, rolling off to see who goes first.

Cauldron of War Strategies may only be used once per game.

Cauldron of War Strategies

D6	Result
1	Rapid Redeployment: D3 of your units may immediately move up to D6" before the Action phase begins. This special movement follows all of the usual rules for traversing scenery, unit coherency, and so on, as described under Move actions (p.11)
2	Delaying Tactics: Immediately determine one enemy unit at random – it is immediately removed from the board, and must move onto the board in Turn 2 instead, entering play from a board edge anywhere in its deployment area, using a Move or Move at the Double action to do so.
3	Cavalry Threat: May be played at the start of any Action phase when an enemy Infantry unit is within 12" of a board edge. When it is activated, the unit must pass a Morale check or become Broken.
4	The Big Battalions: May be played at the start of any Action phase when an enemy unit is within 12" of a board edge. You may immediately take 2D6 musket shots at that unit, measured from any point along the chosen board edge and calculated as if for a Fire! action. These shots do not benefit from the Opening Volley special rule.
5	Grapeshot. May be played in any Action phase when an enemy unit is within 12" of a board edge in your own deployment zone. You may immediately resolve a Canister Shot from a Small Cannon against the target unit.
6	Artillery Bombardment: Play at the start of any turn in which you have the initiative, before the Action phase begins. You may immediately take a shot from a Medium Cannon, measured from any point along your own deployment edge.

THE ACTION PHASE

In this phase, models manoeuvre around the battlefield, charge the enemy, fire off volleys, and issue orders.

Beginning with the player who has the initiative, each player takes it in turn to select and 'activate' one of their units. If one side has more units than the other, all remaining units are activated by their owning player, one at a time, until every unit that can activate has done so.

A unit may perform as many actions as it has TAC points, expending them one at a time until it can take no further actions – note that some actions cost more than one TAC point to perform. Actions are chosen from the list below, at the TAC cost indicated. **A unit may not perform the same action more than once in a turn**.

Units are activated in any order, decided by their controlling player. If a unit is not **Broken**, it must be activated, although you do not have to perform any actions at all if you do not wish to. Simply declare the unit does nothing this turn, and pass play to your opponent.

A unit that is engaged in melee must still be activated, but may only Disengage (p.15). If it does not wish to Disengage, then it will do nothing else in this phase, and will fight in the Melee phase.

Once a model has completed its actions, place an Activated marker next to it, to remind you that the model has acted and may not do so again. Activated markers are not placed upon models that already have Broken or Holding markers.

ACTIONS

- Move (1 TAC)
- Move at the Double (2 TAC, Skirmishing Infantry Units Only)
- Charge (2 TAC)
- Change Formation (2 TAC)
- Dig In (2 TAC, Infantry Units Only)
- Disengage (2 TAC)
- Hold (1 TAC)
- Issue Order (Variable)
- Pass on Activation (0 TAC)
- Fire! (1 TAC)

UNIT STATUS

There are two statuses in the game that affect how a unit is activated: Disordered and Broken.

The 29th Foot driving the 9th Light Infantry off the Cerro de Medellin at bayonet point, by Graham Turner © Osprey Publishing. Taken from Campaign 253: Talavera 1809.

DISORDERED UNITS

Units with a Disordered marker have -1 TAC this turn. If the marker is removed during their activation (usually by restoring unit coherency), the extra TAC is not restored immediately, but they may act normally next turn.

BROKEN UNITS

Units with a Broken marker may not be activated at all in the Action phase. In addition, they may be forced to flee in the Recovery phase (p.24).

MOVE (1 TAC)

This is the usual method for getting around the battlefield. A standard Move action represents a model moving at a brisk walk or march, stopping periodically to check the lie of the land for enemies.

Models that are Broken or Locked in Melee may not make normal moves.

A Move action is carried out by placing a measure at the front of the Unit Leader's base, and moving the model so that the same point of the base is positioned no further away than their maximum movement allowance (see the Movement Rates Summary chart, below). The model does not have to move in a straight line, nor does it have to move its entire allowance – it can stop short, or choose to remain stationary.

Once the Unit Leader has moved, all other models in the unit move too, up to their maximum allowance, and ensuring that unit coherency is maintained when their move ends.

No model in a unit may move through or within 1" of an enemy model as part of a Move action.

Unit Type	Movement Allowance
Infantry (Skirmishing)	6"
Infantry (in Line or Column)	4"
Cavalry	10"
Artillery	4"

TRAVERSING TERRAIN

When moving, a unit may pass through terrain or over barriers and other obstructions. These have their own effects on movement, as described in the Scenery section on p.25. If there are no obstructions in a unit's path, then it is considered to be passing through 'Open Terrain', and can move freely. A unit may never move through – nor end its move on – Impassable Terrain.

INTERPENETRATION

The term 'interpenetration' simply refers to units allowing friendly units to pass through their formation. Some troops may pass through other friendly troops as part of a Move action, as long as no model ends the move within 1" of a model from another unit.

Any friendly unit may move through a unit in Skirmish order if it has enough movement to do so. Likewise, skirmishing models may always pass through other types of friendly unit.

Cavalry units may always pass through friendly Infantry in Skirmish order, or in Line formation. No unit may pass through an Infantry unit in Column of Attack.

No unit may pass through Artillery.

These restrictions do not apply to fleeing troops, who may pass through friendly units with impunity (see p.24).

MOVE AT THE DOUBLE (2 TAC)

Units in Skirmish order may Move at the Double instead of making a Standard Move (units may not perform both a Move and Move at the Double action in the same Action phase).

Moving at the Double follows all of the rules for a standard Move action, above, except that the unit adds an extra D6" to its move allowance.

CHARGE (2 TAC)

If a unit wishes to engage the enemy in melee, it cannot simply walk into combat. Instead, it must perform a Charge action. A unit wishing to Charge may not also Move or Move at the Double in the same Action phase. Artillery units may not perform Charge actions.

To charge an enemy unit, the Unit Leader must have line of sight to at least one model in the target unit, and must reasonably be able to reach it with its charge move. A charge move is the unit's standard Movement Allowance (see above), plus D6" (so a target for an infantry unit, for example, must lie within the maximum distance of 12" before the charge can be attempted).

Once a valid target is chosen, roll a D6 to determine the charge move. If the total charge move is sufficient to reach an enemy model, move the Unit Leader so that his base is touching an enemy model's base (not overlapping). This is called being in 'base contact'. Now move all other models in the unit towards the target, moving the same distance as the Unit Leader, and endeavouring to get as many models into base contact with an enemy as possible – this may mean a bit of rearranging in order to maximise combatants.

It is important to note if a model in melee has charged this turn or not, as charging units gain some advantages in combat (p.19). To make it clear, place a Charged marker next to the unit.

If the distance rolled was not sufficient to reach an enemy in the target unit, the charge has failed. The Unit Leader must move his full charge move directly towards the closest enemy model, stopping short. All other models then move towards the Unit Leader, exactly as if they had Moved at the Double. Remember that even if outlying models could reach the enemy, the charge has still failed, and they must stop 1" away from an enemy model.

If a charge move takes a unit through or over terrain, they must traverse it following the usual rules beginning on p.25.

INFANTRY CHARGING CAVALRY

Historical instances of infantry charging cavalry are few and far between, which is testament to how reckless a tactic it is! However, in a small skirmish, a large number of men might fancy their chances of unhorsing a small group of cavalry.

An Infantry unit may only charge a Cavalry unit if it first passes a Command check. If the check is passed, the charge goes ahead, following all of the rules above. If the test is failed, the charge may not be declared, but no TAC points are expended – the unit is free to perform different actions. However, the unit may not perform another Charge action this turn, as its courage has been found wanting.

CHARGING MORE THAN ONE UNIT

Although you must declare a charge against a single target unit as described above, if the charge distance rolled will also allow you to contact another enemy unit, you may do so, as long as your models remain in unit coherency. If the original charge is failed, then you may not contact any enemy at all – you cannot redirect your charge to a closer unit that was not the target.

When charging more than one enemy unit, you do not gain a Charged marker.

CHARGING DEFENSIBLE TERRAIN

If an enemy unit is occupying Defensible terrain (p.26), it may still be charged. The Unit Leader declaring the charge only needs to be able to reach the scenery piece being occupied in order to fight, not the unit itself. However, the occupying unit will gain bonuses in the resulting melee.

CHANGE FORMATION (2 TAC)

Infantry and Cavalry models are assumed to begin a game in Skirmish order (below). However, by spending 2 TAC and following the rules below, units can form up into more traditional battlefield formations.

When changing formation, the Unit Leader never moves. Instead, the rest of the unit forms up around him, using the guidelines below. Models may not move more than their maximum Move allowance when changing formation.

Note that Square formation is not listed here, because *Chosen Men* deals with units that are so small a square would not be viable.

SKIRMISH ORDER

This is the 'standard' formation, and no particular special rules are associated with Skirmish order. Models must maintain standard unit coherency.

LINE (INFANTRY OR CAVALRY)

When the order is given to form line, all models in the unit immediately move into a straight line, with the Unit Leader in the centre (so there should be a roughly even number of models either side of him). Use a straight edge, such as a ruler, to neaten the line.

Crucially, you must now turn the Unit Leader model to face forward (in the direction of your choice), and array the other models to his sides. When in Line formation, models can no longer see all around, but are limited to a fixed field of fire directly to their front.

A single-rank Infantry Line may comprise a minimum of five models, and a maximum of ten. A Cavalry Line requires a minimum of four models, and a maximum of eight. You may start a second rank at any time when forming Line once the minimum has been reached, lining up models directly behind those in the front rank. A Line may have no more than three ranks, with as even number of models as possible in each.

Units in Line use the following rules:

- A unit in Line moves at 4” instead of 6”.
- When performing a Fire! action, only models in the front rank may fire. However, the unit receives a number of extra shots equal to half the models in the second rank, rounding fractions up (So if there are two ranks of ten, the unit may fire fifteen shots). In addition, the unit has a fixed field of fire (see below).
- When targeted by Artillery, units in Line gain +1 Resilience.
- If able to perform a Stand & Shoot charge response (see the Hold action, below), units in Line do not count the shots as Difficult.
- If any models from a second or third rank are engaged in melee, the unit automatically becomes Disordered.
- If the unit is Infantry and is engaged in melee by Cavalry (either from the front, side or rear), the Infantry unit automatically becomes Broken.

COLUMN OF ATTACK (INFANTRY ONLY)

As with the Line formation, all models in the unit immediately move into a straight line, with the Unit Leader in the centre facing in the direction of your choosing. All other models in the unit form up in neat ranks behind them, as shown. When in Column of Attack, models can no longer see all around, but are limited to a fixed field of fire directly to their front.

To qualify as a Column of Attack, a unit must have a minimum of three models in the front rank, and a maximum of six. There must be at least the same number of ranks as there are models in the front rank (So a unit with five models in the front must have at least five complete ranks).

Units in Column of Attack use the following rules:

- A unit in Column of Attack gains +1 to its Command value.
- A unit in Column of Attack moves at 4” instead of 6”.
- When performing a Fire! action, only models in the front rank may fire. The unit has a fixed field of fire (see below).
- If any models from the rearmost rank are engaged in melee, the unit automatically becomes Disordered.
- In melee, as long as models in the rearmost rank are not engaged, the unit gains one support attack for every two unengaged models, rather than for every three (p.21).

FIELDS OF FIRE

While in Line or Column of Attack formation (see below), models lose their 360-degree line of sight, and are instead restricted to a fixed forward arc. While line of sight and measurements are taken from the Unit Leader as usual, models can only see targets directly ahead of the unit’s front, in a rectangular forward arc measured from the edge of the models at either end of the front rank.

DIG IN (2 TAC)

This action may only be performed by Infantry units in Skirmish order. By hunkering down and digging into the surrounding terrain, the unit increases the effectiveness of nearby cover.

Place a Dug In marker next to the unit. While a unit has a Dug In marker, it may not perform Move, Move at the Double, or Charge actions. However, whenever the unit is targeted by an enemy Fire! action, and benefits from Cover (p.26), the Dug In unit gains +1 to its Cover Saves (p.18).

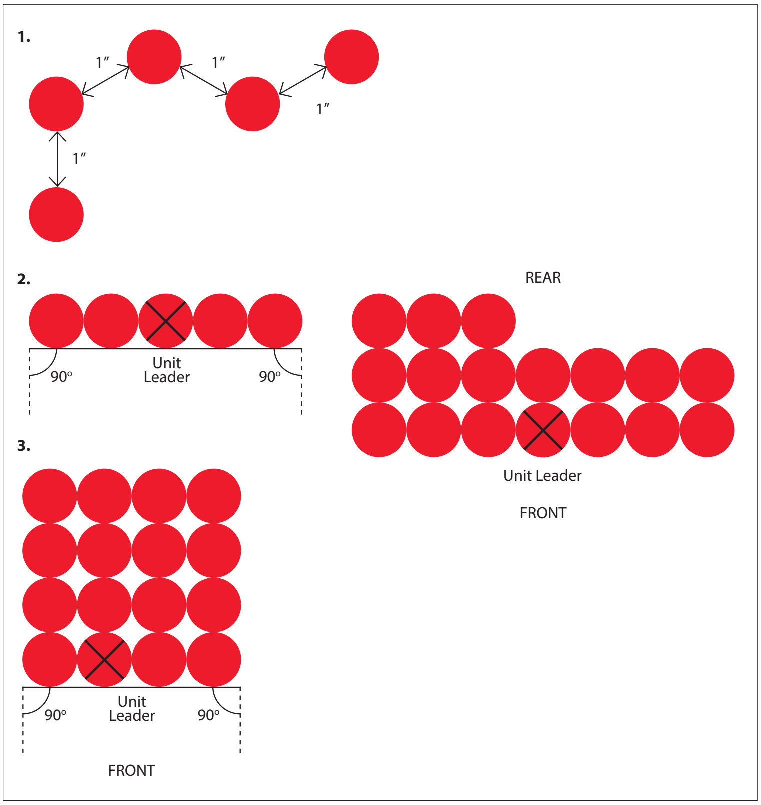
A unit may remove its Dug In marker as a free action (an action that costs 0 TAC), after which it loses the advantages of being Dug In and may act normally.

DISENGAGE (2 TAC)

A unit that finds itself engaged in melee at the start of its activation may attempt to engage. This is the only action an engaged unit can take.

Once the TAC points for the action are expended, the unit must immediately take a Command check. If it passes the Command check, it makes a Move action with a movement allowance of D6” directly away from the attacking enemy/enemies. Once this move is resolved, the unit’s activation ends. As the unit retreats, however, the enemy lashes out – each enemy unit that was engaged gains D3 automatic melee strikes against the disengaging unit. Roll to wound as described on p.21.

If the Command check to Disengage was failed, however, things go badly wrong. The unit remains in melee with the enemy, but is now Broken!



Formations
1) Skirmish Order,
2) Line,
3) Column of Attack.

HOLD (2 TAC)

It is not always the right time to act, and you may want to hold your units back to react to your opponent’s movements. The Hold action is the act of making ready, scanning the immediate area for any sign of movement so as to counter any incoming threat.

You may use this action to delay part of your activation to later in the turn. Place a Holding marker next to the unit. Play then passes to your opponent without you making any further actions with the unit. Do not place an Activated marker next to the unit.

As soon as one of the following situations arises, the Holding unit may immediately interrupt play, and perform a ‘Reaction’, at no further cost in TAC.

- An enemy unit performs a Move or Move at the Double action within 12” of this unit and in line of sight.
- The holding unit is charged.

You do not have to perform a Reaction if you do not wish to – the unit can continue to Hold until a better opportunity comes along. However, if a reaction has not been triggered by the time all units have completed their activations, your Holding marker is replaced by an Activated marker, and the TAC points you spent are wasted.

REACTIONS

A reaction is a special type of action, triggered when the enemy fulfils one of the criteria listed above against a Holding unit. When a reaction is declared, play immediately stops while the reaction is resolved, and then picks up where it left off. When the reaction is resolved, replace the units Holding marker with an Activated marker. A unit may only perform a single reaction per turn.

DELAYED FIRE

A Holding unit may take a Delayed Fire reaction against an enemy unit that performs a Move or Move at the Double action within 12” and is in line of sight. You may choose whether to take this reaction at the start of the target’s move, or at the end. When the reaction is declared, immediately take a Fire! action against the target, following all of the normal rules (p.17). As the TAC points for Holding have already been spent, this reaction cannot be an Aimed Shot.

STAND AND SHOOT

If a Holding unit is charged, and the charging enemy is within line of sight, it may perform a Stand and Shoot reaction against the charging unit. Declare this reaction before the enemy unit rolls its charge distance. Immediately take a Fire! action against the target, following all of the normal rules (p.17). Shots from a Stand and Shoot reaction are always Difficult Shots. As the TAC points for Holding have already been spent, this reaction cannot be an Aimed Shot. If the Stand and Shoot reaction is sufficient to break the enemy unit, then the charge may not be completed.

EVADE (CAVALRY ONLY)

If a Holding Cavalry unit is charged, and the charging enemy is within line of sight, the Holding unit may attempt to evade the enemy. Declare this reaction before the enemy unit rolls its charge distance. The unit performs a Move action with a movement allowance of D6” directly away from the charging enemy. The Holding unit immediately changes into Skirmish order if it wasn’t already. The enemy unit must still roll its charge distance and attempt to charge as normal – failure to reach the evading unit will result in a failed charge.

COUNTER-CHARGE (CAVALRY ONLY)

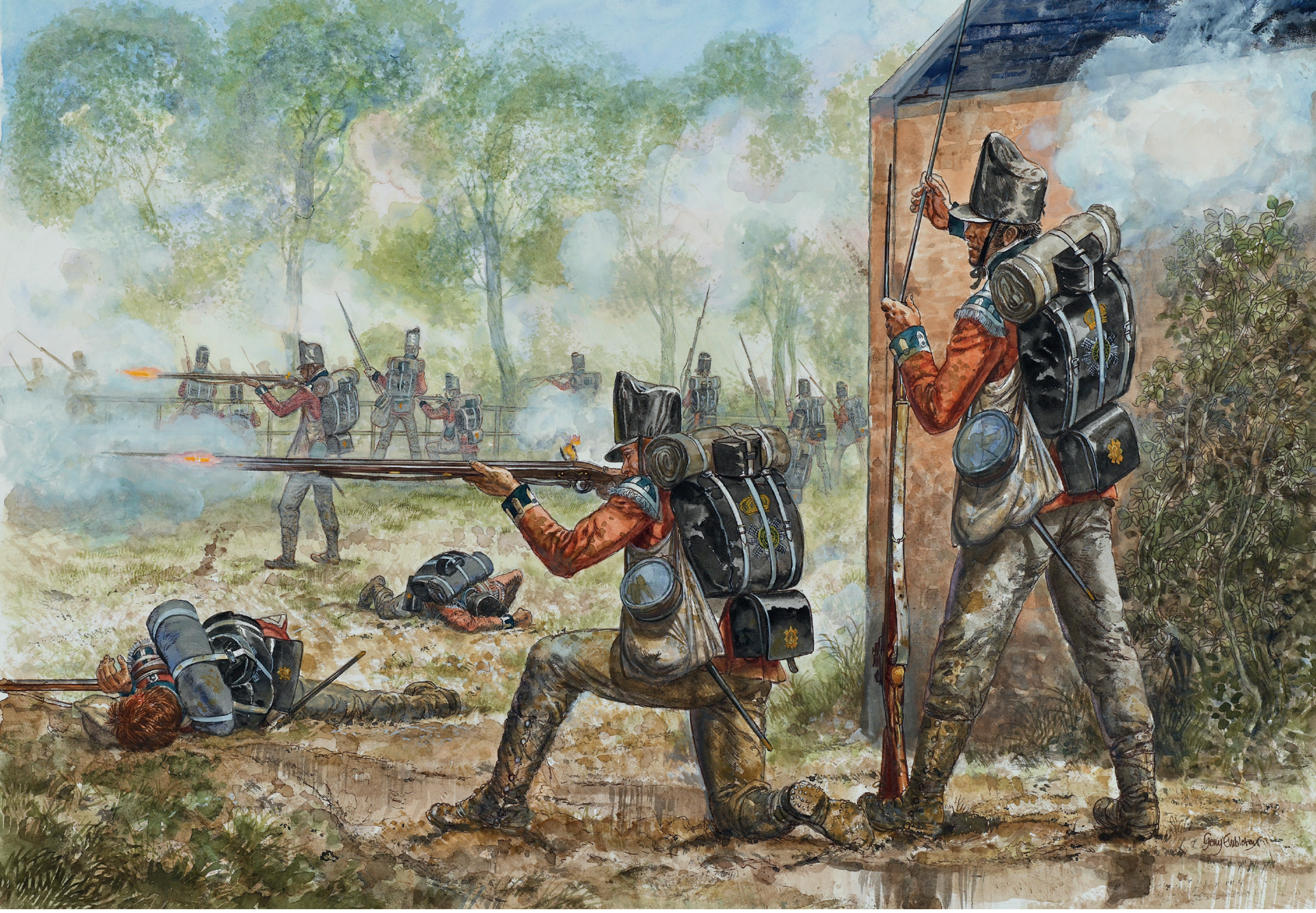
If an enemy unit declares a Charge action within line of sight of the Holding Cavalry unit, the Holding unit may counter-charge it! The Holding unit does not have to be the target of the original charge. Declare this reaction before the enemy unit rolls its charge distance. A counter-charge reaction follows all of the normal rules for a Charge action, and therefore the Holding unit must feasibly be within maximum charge distance of the target enemy before this reaction can be declared.

ISSUE ORDER (VARIABLE COST)

This is a special action that can only be performed when a Unit Leader with STG points remaining is present in a unit. See p.28 for the rules on Officers and Orders.

PASS ON ACTIVATION (0 TAC)

This action may only be performed if one side currently has more units than the other. Once per Action phase, the side that is outnumbered gets one ‘pass’ on activation. When the chosen unit activates, declare that you are using your pass – the unit that passes on activation does not take its action now, and does not place an Activation marker. Instead, it waits until all other units in play have completed their actions, skipping the usual sequence, and then activates at the end of the phase. You do not have to pass on activation if you do not wish to.



The Light Companies of the Coldstream and 3rd Foot Guards at Hougoumont, by Gerry Embleton © Osprey Publishing. Taken from Campaign 280: Waterloo 1815 (3).

FIRE! (1 TAC)

The Fire! Action is perhaps the most important in the game, as it is the most reliable way of putting down an enemy unit short of taking the far riskier path of melee.

A unit may not move in the same Action phase that it performs a Fire! action, unless its weapon special rules state otherwise. Provided that the firing unit is not engaged in melee, it may use any ranged weapons that it has to attack from a distance. Only one weapon may be used by a model, no matter how many it carries – if a model has a choice of weapons, you must pick which one it is going to use before picking a target.

All models within a unit must shoot at the same target – all of the models that are armed with identical weapons should make their dice rolls together; models with special weapons, however, must roll their shots separately. See below for rolling to hit and to damage.

The procedure for firing is as follows:

1. Choose Target
2. Roll to Hit
3. Roll to Damage
4. Remove Casualties
5 Command Check

1. CHOOSE TARGET

Pick an enemy unit within line of sight of your Unit Leader, and within the maximum range of at least one of the weapons in your unit. Note that we abstract line of sight for normal troopers – if the Unit Leader can see the target and is in range, then the whole unit can fire. At least half the models in the target unit must be visible (rounding fraction up). You cannot pick a target that is engaged in melee with one of your own units.

Design Note
It might seem a little strange at first to abstract line of sight and range just to the Unit Leader, but not only does this method reduce potential disputes and speed up play, it also reflects the importance of leadership in 18th century warfare.

RANGED WEAPONS

Ranged Weapon	Range	Accuracy	Special Rules*
Musket	18"	5+	Opening Volley
Musketoon	16"	5+	–
Rifle	24"	4+	–
Carbine	12"	5+	Fire on the Move
Pistol	6"	5+	Fire on the Move, Secondary Weapon
Volley Gun	12"	5+	Opening Volley, Ravage

** Special rules can be found on p.36.*

DIFFERENT WEAPONS WITHIN A UNIT

It is unusual for a unit to be equipped with different weapons, but sometimes specialist soldiers and officers do carry different firearms to the rest of the unit. In this situation, any model with the same weapon as the Unit Leader uses his position for checking range as normal. However, any models armed differently to the unit leader must have their range checked independently – each specialist model may only fire if their weapon is in range of at least one enemy in the target unit.

2. ROLL TO HIT

Once you have established a target and paid the TAC cost for the Fire! action, it is time to see how many of your troops actually hit.

Roll a D6 for each model that is able to fire and compare the score to the weapon's Accuracy value (for example, a rifle has an Accuracy value of 4+, which is the number needed on a D6 to score a single hit. All successful hits are counted up and put to one side in a pool. Unsuccessful scores are discarded.

If you have models armed with different weapons, remember to roll their dice separately.

LONG RANGE

If the target unit is a distance greater than half the range of the weapon (rounding fractions up), then the shots become Difficult. Remember, range is normally measured from the Unit Leader to the closest enemy model in the target unit.

AIMED SHOTS

If a unit spends 2 TAC instead of 1 when performing a Fire! action, it gains +1 to its rolls to hit.

DIFFICULT SHOTS

Sometimes, a shot is categorised as Difficult (such as when a weapon is firing at Long Range, for instance). Difficult Shots incur a -1 modifier to the dice rolls to hit.

COVER SAVES

If half or more of the models in the target unit are behind cover (non-blocking terrain, measured from the Unit Leader's position), then the target unit gains a special save against incoming fire called a Cover Save. Generally speaking, cover is any scenery piece that covers 50% or more of a model without completely obscuring it from view. Good sportsmanship is encouraged in ambiguous situations; if a decision can't be reached then the players should roll off to decide if the unit is in cover or not.

As you will see on p.26, cover is separated into Light and Heavy cover – Light cover provides a save of 6 on a D6, while Heavy cover provides a save of 5+. Take a D6 for each successful hit scored against your unit. For each successful Cover Save, one of the opponent's successful hits is discarded. If a unit is eligible for more than one Cover Save, it receives only one, and always the best available.

3. ROLL TO DAMAGE

Take each successful hit die, and roll it again. This time you must **equal or beat the target's Resilience value** in order to score a point of damage.

If the target unit contains models with different Resilience values, you must always use the majority value (so if the unit contains five models with R3 and four models with R2, you would check using the 3). If you have an equal number of models with different values, use the higher of the two.

4. REMOVE CASUALTIES

For every point of damage caused, the target unit loses 1 Wound. When a model loses all of its Wounds, it is removed from play as a casualty. The player who controls the target unit decides which models are wounded. If any target models have more than one Wound on their profile, the player cannot allocate just some of the damage inflicted to those models and then move onto another – once allocated, a model must take sufficient damage to either remove it, or until the number of successful damage rolls have run out.

5. COMMAND CHECK

If a target unit loses 25% or more of its models as a result of a single Fire! Action (rounding fractions up), then it must pass a Command check or become Broken.

THE MELEE PHASE

Once manoeuvring and shooting has taken place, it is time to deal with the brutal cut-and-thrust of close combat. Any units that are engaged in melee now have their chance to fight with bayonet and sabre.

TIDY UP THE BATTLEFIELD

Before getting on with the serious job of close-quarter fighting, tidy up the gaming area by removing any Activated and Holding markers still in play.

COMBATS

For the purposes of the rules, we refer to a 'combat' as any group of two or more enemy units engaged with each other (i.e. in base contact). Additional units may join a fight, creating a 'multiple combat'.

Each combat is worked out separately, using the following sequence.

1. Player with initiative selects a combat to resolve.
2. Make pile-in moves.
3. Calculate strike order.
4. Resolve hits and damage in strike order.
5. Work out combat resolution.
6. Move on to the next combat, if there are any, and repeat.

1. SELECT A COMBAT

The player who has the initiative this turn decides the order in which combats are resolved. Choose a combat and run through the combat sequence, before moving onto the next. When all combats have been resolved, the Melee phase ends.

2. PILE IN!

Players must ensure that as many of their models as possible are in base-to-base contact with an enemy.

Any model from a unit in combat that is not in base contact with an enemy must immediately move up to 3", in as direct a manner as possible, in order to reach base-to-base contact. The player with the initiative makes pile-in moves first, followed by their opponent. Models cannot make pile-in moves if it would take them out of unit coherency.

Models in Line formation do not make pile-in moves.

3. CALCULATE STRIKE ORDER

Units in melee strike blows against each other in a specific order. The strike order represents the tactics, fighting style and armament of the units, resulting in a hierarchy of combat effectiveness. Striking first in combat is a huge advantage, as opponents may be killed before they have a chance to fight back. The strike order is as follows:

- Cavalry strike first.
- Infantry strike before artillery.

If several units are eligible to strike first, then resolve ties in the following order:

- Units with a Charged marker strike first.
- If several units charged, the unit with the highest Melee value strikes first (using the majority value from the unit if there are several, or the highest value if there is an even split).
- If there's still a tie, the player with initiative this turn chooses the strike order from those units that are tied.

4. RESOLVE HITS AND DAMAGE

Units roll to hit and damage their opponents in the order calculated above. The rules for resolving combats assume that combats are one-on-one. If one or both sides has multiple units in the fray, simply consult the Multiple Combats sub-section, below, to see what adjustments you must make.

Note that some melee weapons grant modifiers or bestow penalties on rolls to hit and/or to damage.

MELEE WEAPONS

Melee Weapon	To Hit	To Damage	Special Rules*
Bayonet	–	–	–
Pike	+1 vs Cavalry	–	–
Sabre/Sword	+1	–	–
Axe	–	+1	–
Lance	–	+2 vs Infantry, +1 vs Cavalry	Damage bonuses only apply when attacker has a Charged marker
Unarmed	-1	-1	–
Pistols	–	+1	Secondary Weapon
** Special rules can be found on p.36.*			

ROLLING TO HIT

Every model in base contact with an enemy rolls a D6 to hit their opponent (or potentially more than one D6 if they have an appropriate special rule). Each D6 is called a 'strike' – some special rules afford models additional strikes, but for now simply assume that each model has one. Models in a fighting unit that are not in base contact may still contribute – for every three such models in a unit, you may roll one extra die as a 'support attack'. Support attacks are always made using the majority Melee value and majority weapon type of the whole unit, regardless of the model's qualities.

If a unit has several melee weapons available to it, all models must choose the same one if possible.

Assuming that all models in the unit are armed the same, and have the same melee value, simply roll all the dice to hit together. If there are any models in base contact armed differently, or with a different Melee value, separate out those dies and roll them separately.

The score on each die required to score a hit is worked out using the following chart. Simply cross-reference the attacker's Melee value with the defender's to see what score you need on a D6.

Attacker's Melee Value	Defender's Melee Value					
	1	2	3	4	5	6
1	4+	4+	4+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+
3	3+	3+	4+	4+	4+	5+
4	3+	3+	3+	4+	4+	4+
5	3+	3+	3+	3+	4+	4+
6	3+	3+	3+	3+	3+	4+

ROLLING TO DAMAGE

Take each successful hit die, and roll it again. This time you must **equal or beat the target's Resilience value** in order to score a point of damage.

If the target unit contains models with different Resilience values, you must always use the majority value (so if the unit contains five models with R3 and four models with R2, you would check using the 3). If you have an equal number of models with different values, use the higher of the two.

REMOVE CASUALTIES

For every point of damage caused, the target unit loses 1 Wound. When a model loses all of its Wounds, it is removed from play as a casualty. The player who controls the target unit decides which models are wounded, even if that means removing casualties not in base contact first – the melee represents a swirling mass of soldiers, not a static group. As with shooting damage, if any target models have more than one Wound on their profile, the player cannot allocate just some of the damage inflicted to those models and then move onto another – once allocated, a model must take sufficient damage to either remove it, or until the number of successful damage rolls have run out.

Keep a careful note of how many actual Wounds have been scored by each side in the combat – you'll need this figure to work out who has won.

The 2nd Battalion of the 28. Infanterie-Regiment and the grenadiers of the 82e Régiment d'Infanterie de Ligne meeting at the farm of La Haie, by Gerry Embleton © Osprey Publishing. Taken from Campaign 277: Waterloo 1815 (2).

5. COMBAT RESOLUTION

Once all units in a combat have fought and casualties have been removed, it's time to work out who has won. If one side has been wiped out, it's pretty obvious who the winner is, and no further action is necessary. If both sides still have models left fighting, however, you'll need to work out the 'combat resolution'.

Total up the number of Wounds caused on the enemy, and add any relevant combat modifiers to that score (see below). The side with the highest total is the winning side.

COMBAT MODIFIERS

Unit has a Charged marker	+2
Unit is occupying Defensible terrain	+2
Unit on higher ground*	+1
Unit has a Standard at end of combat	+1
Force Commander within 6" of friendly model in combat	+1
Side outnumbers enemy by 2:1 or more**	+1
* More than half the models in the unit must be on noticeably higher ground than all their opponents – higher up the slope of a hill, defending a raised platform, etc.	
** Count up the number of models on each side at the end of the combat – including artillery crew but not artillery pieces. This bonus is only applied once per combat, and is calculated for all models on the same side, not per unit.	

COMMAND CHECKS

Every unit on the losing side must immediately take a Command check, **modified by the difference between the two combat resolution scores** (remember that a 6 always succeeds and a 1 always fails, regardless of the modifiers). If this check is passed, the unit remains engaged in melee, and the combat is tidied up as described below. If the test is failed, the unit is Broken (p.11). In addition, the unit will immediately Flee!

FLEEING AND PURSUING

A fleeing unit will move directly away from the unit on the winning side with the largest number of models. Infantry and Artillery crew flee 2D6”, while Cavalry flee 3D6”. Measure the distance from the Unit Leader, as normal.

Before moving any models, any or all units on the winning side may choose to pursue the fleeing units, as long as they are not still engaged with an enemy. Roll the pursuit distance (again 2D6” for Infantry, and 3D6” for Cavalry – Artillery may never pursue). If the pursuit distance is equal to or greater than the flee distance, the fleeing unit is wiped out, and all models are removed as casualties. If the fleeing unit had a standard, put the standard bearer model to one side to remind you that the colours have been captured!

If the pursuit distance is less than the flee distance, then move the Fleeing models the full distance rolled as described on p.24. Remember to place a Broken marker next to the unit. Any pursuers move the distance they rolled, directly after the fleeing unit, following the same guidelines for moving fleeing models. Even if they would be able to catch stragglers from the fleeing unit, pursuers must be positioned so that they are no closer than 1” to an enemy.

If a unit is surrounded by enemies, it will still flee, passing through the smallest enemy unit as if it were interpenetrating a friendly one.

MULTIPLE COMBATS

In most cases, it is easy enough to apply the rules for one-on-one combats to multiple combats. It is largely a case of remembering that all units on the same side are just that – a ‘side’ in the fight. Their combat resolution is totalled up together.

UNITS ATTACKING MULTIPLE ENEMIES

When a unit is engaged with several enemy units, the controlling player must choose which enemy to attack with each of their models, and roll those attacks separately.

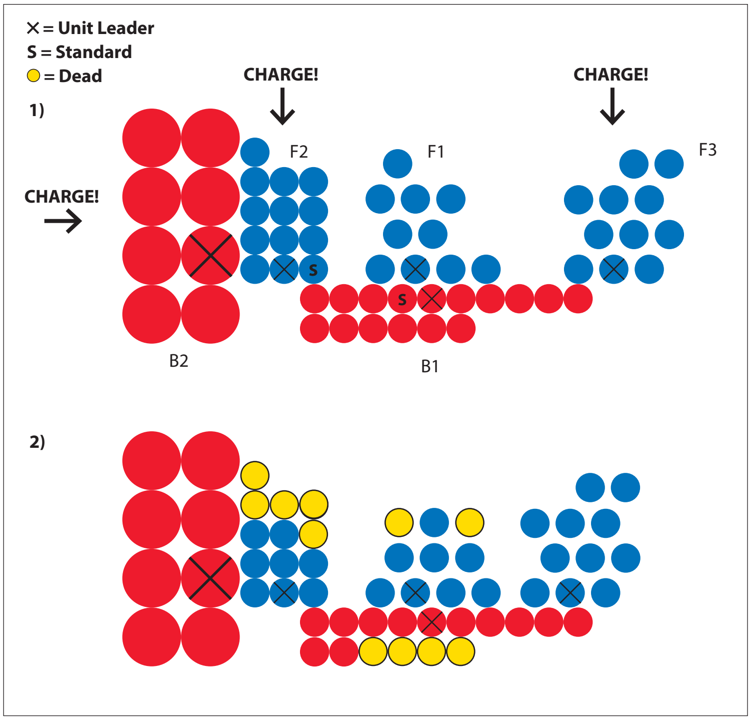
An individual model in base contact with enemies from just one unit must attack that unit. A model in base contact with enemies from several units must choose which to attack. Support attacks may be added to whichever unit you like.

FLEEING AND PURSUING

In a combat with multiple units on each side, it is possible that some will flee and some will not, and several units will gain the opportunity to hold or to pursue. A unit may choose to pursue as long as it is not engaged in base contact with an enemy, even if other members of the same combat are – it is no longer considered part of the combat.

TIDY UP COMBATS

If any units remain engaged in melee, both sides must now make pile-in moves again, as described on p.20, ready to start again next turn (or to Disengage in the Action phase if they wish). As part of this tidy-up segment of the phase, any Charged markers are now removed from play.



Multiple Melee
The French have the Initiative. The British Light Infantry (B1, Line formation) and the French Voltigeurs (F1) were already engaged in combat from the previous turn. B1 has been charged, first by a unit of French Regular Infantry (F2, Column of Attack) and then by a unit of Carabiniers (F3). Finally, the British Light Dragoons (B2) charged F2.

1) B2 strikes first, adding D6 strikes for Devastating Charge, and inflicting 5 casualties on F2. Units F2 and F3 strike next, failing to hit B2, but inflicting 3 casualties on B1. As the French have the Initiative, unit F1 goes next, inflicting 1 more casualty. Finally, B1 strikes, dividing its attacks between all three French units, and causing just 2 casualties against F1.

2) The British scored 7 casualties, +2 for the B2’s charge, and +1 for a standard, for a total of 10 points. The French scored 4 casualties, +4 for two charging units, and +1 for a standard, for a total of 9 points. The British win the combat by 1 point! Every unit on the French side must pass a Morale test or flee. Unit F2 flees, and B2 chooses to pursue them. F1 also flees, but F3 holds. Units F3 and B1 must now make pile-in moves, and the combat is tidied up.

THE RECOVERY PHASE

In this phase, outstanding effects are resolved, and players check to see if their side has achieved its objectives and secured victory.

The Recovery Phase contains several stages, which must be carried out in order:

1. Rally Broken units
2. Move Fleeing units
3. Check Victory Conditions
4. Tidy Up the Battlefield

RALLY BROKEN UNITS

Any unit that has a Broken marker next to it must immediately take a Command check to see if it can rally. If the Command check is passed, the Broken marker is removed and the unit may be activated as normal next turn, beginning the turn in Skirmish order.

If the check is failed, however, the unit must Flee, as described below. In addition, the Broken marker remains in place, and the unit may not therefore activate in the next turn.

SHOOTING AT BROKEN UNITS

If a Broken unit receives so many casualties from a Fire! action that it would have to take a Command check, that test is automatically failed, and the unit flees again, this time directly away from the enemy unit that caused the damage.

BROKEN UNITS IN MELEE

If a Broken unit is engaged in combat, it can still fight in the Melee phase using all the normal rules, but treats its Melee value as 1.

MOVE FLEEING UNITS

A unit that Flees will always try to move towards one of the board edges in its deployment zone, and away from the nearest enemy unit. Once this direction is determined, the unit will move in as straight a line as possible, measuring from the Unit Leader as usual. All of the rules for moving through terrain apply to a Flee move. Fleeing units contacting Impassable terrain (p.26) will move around it by the shortest possible route.

Infantry and Artillery crew Flee 2D6”. Cavalry Flee 3D6”.

Artillery crew do not take their artillery piece with them. The gun is removed from play as soon as the crew Flees, and the crew form a (Broken) skirmishing Infantry unit.

If a unit flees so far that the Unit Leader would move off the edge of the board, the entire unit is removed from play as casualties. This is the only time ordinarily that a unit ca move beyond the boundaries of the gaming area.

The Most Important Rule
Chosen Men is a game designed to be played in a spirit of friendly competition and, if rules disputes raise their heads during a game, we recommend rolling a dice or tossing a coin to see which player’s interpretation takes precedence this time. This approach allows you to get past rules issues and get on with the game. In essence, try to resolve such ambiguities in the gentlemanly fashion espoused by the officers of the age (and we don’t mean by duelling).

CHECK VICTORY CONDITIONS

Once you have worked out which units are Broken, and whether or not any units have fled the battle altogether, it is time to see if the game is won! Check the Victory Conditions as proscribed by the scenario you are playing. If either side has met them, the game is over. If not, continue the Recovery phase sequence.

TIDY UP THE BATTLEFIELD

With the exception of Broken and Disordered markers, remove any markers that have been left behind, and tidy up any units in formation that might have been nudged out of position during the rigours of the game turn.

* * *

The turn now ends, and a new turn begins with Phase 1: Initiative.

SCENERY

Although it is possible to play *Chosen Men* on a flat, featureless board, even the most basic scenery, such as hills and woods, will greatly enrich both the spectacle and the tactical challenge of your games.

It is impossible to account for everyone's individual scenery collection, as scratch-built and commercially purchased terrain varies immensely. However, it is worth defining the areas of your battlefield, at least so that things like Defensible terrain and Area terrain are clearly delineated. This is simplest to achieve when similar scenic items are grouped together on a large base. For example, a small stretch of woodland would be a base of uneven ground with a few trees on it – when a model crosses onto the base, it can be said to have entered Area terrain. Some of the rules later discuss various types of 'terrain feature' – the forest example above might be called a 'forest terrain feature' or 'woodland feature'.

SCENERY SPECIAL RULES

In order to represent the effects of different types of scenery in your games, we apply special rules to them. In most cases, it will be up to you to decide which rules apply to which scenery pieces and make sure that both players are aware of this before the game. Examples are provided below to help you. Note that some of the examples are repeated in different sections (hills, for example, are both Open terrain and Elevated).

OPEN TERRAIN

This is the default type of terrain, and has no special rules at all.

Examples: Flat, grassy fields; plains; roads; hills with gentle slopes.

DIFFICULT TERRAIN

This terrain makes for heavy going when moving through it. Models count every inch moved through Difficult terrain as two inches, essentially halving their movement allowance for Move, Move at the Double, Charge, Flee and Pursuit moves. Artillery cannot move through Difficult terrain.

It is important that the edges of Difficult terrain are clearly delineated (for example, but grouping individual trees together on a stand, it becomes clear that the effects of Difficult terrain begin as soon as a model steps onto that stand).

Examples: Thick undergrowth and woodland; shallow streams, marshland and fords; broken, rocky ground and ruins; fields with tall crops; sand dunes.

AREA TERRAIN

This type of terrain, as its name suggests, covers an area of the battlefield, can be moved through, but not easily. The edges of Area Terrain must be clearly defined.

Any distance moved through Area Terrain is halved, so a unit wanting to move 4" through a forest could only move 2". A model may make part of its movement outside of the terrain and the remainder inside, for example moving 2" up to the edge of a piece of Area Terrain, with the remaining 2" halved to 1" inside it.

Examples: Forests, swamps and dangerous ruins.

BLOCKING

Blocking terrain can sometimes be accessed by units, in which case it is usually also Difficult terrain. Blocking terrain protects units directly behind it (within 6") from Elevated attacks, unless the target is also Elevated.

If the Blocking terrain is accessible to units (players should agree on this before the game), then Line of Sight may be drawn into and out of it, but not through it. When shooting into Blocking terrain, the unit within gains Cover dependant on the type of scenery it is occupying (a unit inside woods, for example, gets a Light Cover Save; a unit inside a ruined farmhouse would gain a Heavy Cover Save).

Only units in Skirmish order may enter Blocking terrain.

Examples: Buildings; ruins; forest stands.

IMPASSABLE

This scenery may not be moved through or over. Larger pieces of impassable terrain, such as cliffs and buildings, are also Blocking.

Examples: Sheer rock faces; high walls; individual trees; locked or boarded-up buildings; deep or fast-flowing rivers.

ELEVATED

These terrain pieces are tall – about as tall as a single-storey building, and therefore usually have the Blocking special rule as well. However, Elevated terrain is distinguished by having a surface on the top that can be occupied by models.

If an Elevated position is accessible via a gentle slope or staircase, it can be moved onto without penalty. If it is only accessible via a ladder or precarious footholds, however, then the unit must halve its movement allowance when moving up to or down from the Elevated position, as if it were Difficult terrain. Measure the distance from the Unit Leader – if he can reach it, the whole unit can. Cavalry models cannot usually occupy elevated positions (except hills), and certainly not when stairs or ladders are involved – use common sense when dealing with Cavalry units.

Models in an Elevated position ignore a target's Light Cover when making Fire! actions, and reduce Heavy Cover saves to rolls of 6. They may draw line of sight over Blocking terrain, as long as the target unit is more than 6" away from the terrain (in a straight line from the shooter, obviously).

Examples: Hilltops; battlements; upper floor or roof of ruins or accessible buildings.

DEFENSIBLE

If an Infantry unit moves so that some of its models are in base contact with Defensible terrain (usually in the form of linear barriers), then it simply declares that it is 'occupying Defensible terrain'. If the unit is engaged in melee against an enemy on the other side of the barrier, then it gains a bonus to its combat resolution as described on p.22.

A unit loses the advantage of Defensible terrain if it is also engaged from the side or rear, and if those positions are not also Defensible. An enemy unit that contacts the Defensible terrain first may not 'lap around' the barrier to negate the bonus, even with a pile-in move.

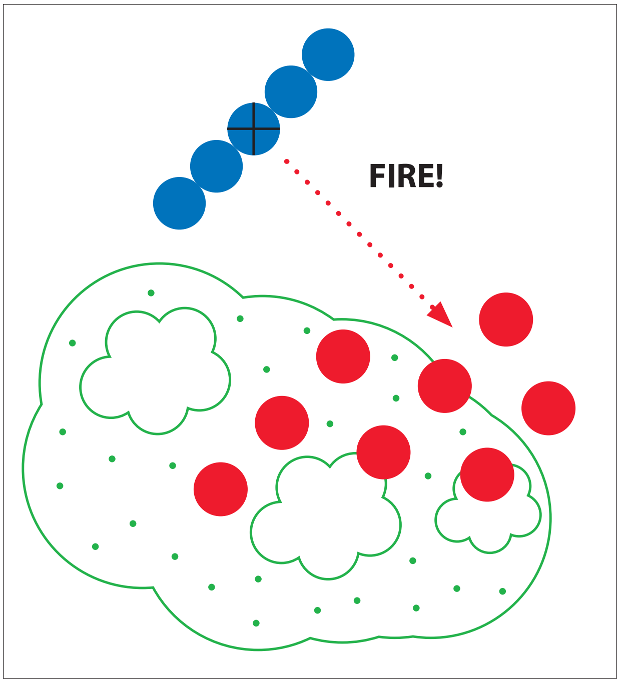
Examples: Fences, walls and hedgerows no taller than a man; gabions; battlements.

LINEAR OBSTACLE

These are obstacles that could feasibly be climbed or jumped over. If a unit wishes to cross a Linear Obstacle rather than go around it, it loses half of its remaining movement allowance, calculated from the point it contacted the obstacle.

Examples: Fences, walls and hedgerows no taller than a man; narrow streams or ditches.

Cover Saves
In this example, a unit is moving through a wood when it is fired upon. More than half the models in the target unit are within the wood, and therefore gain a Light Cover Save.



COVER

As described on p.18, if a shot passes through a scenery piece that provides cover, then the target unit will receive a Cover Save as long as at least half of its models are obscured by the scenery piece. If several types of cover are in the way of the shot, the unit gains the better of the saves available – the Cover Saves are not cumulative.

Examples of Light Cover: Hedgerows, wooden fences; woodland and undergrowth.

Examples of Heavy Cover: Walls; buildings (even wooden ones, as they are sturdier than fences).

BUILDINGS

To do buildings justice, and make them fully immersive and 'realistic', a much larger rules set would be required. To make them usable, quick and fun, however, all we need do is use the rules above with a few extra guidelines, and we have a quick and easy set of abstract buildings rules.

At the start of the game, simply decide with your opponent which, if any, buildings will be accessible to units. If they are not accessible, great – simply use the Impassable, Blocking and Heavy Cover rules. If you want units to be able to go inside, then use the Area terrain, Blocking, and Heavy Cover rules. If the building has windows on an upper story, or an accessible roof, units within also get the Elevated rule.

Models may only move inside a building if it is unoccupied. The Unit Leader must be able to reach an access point (door or large window) and have enough movement to pass through it. Once the Unit Leader is inside remove the entire unit and place it to the side of the board, noting that it is 'occupying' the building.

Cavalry models may not occupy a building.

A unit inside a building can be attacked in melee – the attackers simply have to charge the building itself, and the occupants count as occupying Defensible terrain. If the occupying unit is forced to flee, they will do so through an access point (if all the access points are blocked, they will remain in place, but will be Broken). If enemies outside the building choose to pursue, they may use this move to enter the building themselves and occupy it.

COMMAND AND CONTROL

The importance of strong command and direction in the Napoleonic Wars cannot be overstated. Having poor officers in a force was a sure-fire way of losing a battle and getting men killed, while the presence of an inspiring officer could make blue heroes of even the most bedraggled regiment.

There are two types of Officer models in *Chosen Men* – Unit Leaders and Independent Officers. Coordinating their unique qualities will often be the key to success.

UNIT LEADERS

As discussed on p.6 and throughout these rules, Unit Leaders are integral to the way units interact in the game. They represent humble sergeants and NCOs, who hold the common soldiery together. Unit Leaders may not leave their unit under any circumstances.

COMMAND VALUE

The Unit Leader's Command Value is always used for Command checks for the unit, even in the very rare occurrences when the unit's own Command value is higher.

MULTIPLE LEADERS

Many units in the game have the option to take a commissioned officer upgrade in addition to their usual NCO Unit Leader (for example, a British Light Infantry unit has a Sergeant, but may upgrade one trooper to a Captain). The higher-ranked officer is the Unit Leader. If he is killed while the NCO is still alive, the NCO automatically takes over as Unit Leader.

The 95th Rifles skirmishing in the Peninsula, by Christa Hook © Osprey Publishing. Taken from Warrior 47: The British Rifleman 1797–1815.

ORDERS

Unit Leaders are also able to use their STG points to issue Orders to their own unit. Orders are actions like any other, but in addition to any TAC cost, you must also use a point from the Unit Leader's STG store to issue them. If a Unit Leader has no more STG remaining, he may not issue further orders.

Note that, as 'Issue Order' is an action, you may not issue more than one Order per activation per unit – not even two different orders.

Orders are chosen from the following list, at the specified costs:

- Steady, Lads… (1 TAC, 1 STG)
- Fire on My Order! (Infantry only; 1 TAC, 1 STG)
- On To Victory! (Cavalry only; 0 TAC, 1 STG)
- Ranging Fire (Artillery only; 1 TAC, 1 STG)

STEADY, LADS… (1 TAC, 1 STG)

When this Order is issued, the unit may reroll failed Command checks for the remainder of the turn.

FIRE ON MY ORDER! (0 TAC, 1 STG)

Infantry only. Nominate one unengaged enemy unit. If the ordered unit performs a Delayed Fire or Stand and Shoot reaction against the nominated unit later in the same phase, you may reroll failed rolls to hit.

ON TO VICTORY! (0 TAC, 1 STG)

Cavalry only. This Order just be immediately followed by a Charge action. The unit adds D3" to its charge range. In addition, if the charge would be failed, the unit may redirect the charge, contacting any legitimate target unit closer to the initial target. If it still cannot reach an enemy, the charge is failed as normal.

RANGING FIRE (1 TAC, 1 STG)

Artillery only. Nominate an enemy unit of your choice. If the Artillery unit performs a Fire! action and the line of the shot is directly towards the chosen unit, you may move the Target marker up to 6" forwards or backwards along the shot's trajectory. See p.33.

DEATH OF AN OFFICER

When removing casualties from a unit, Unit Leaders are always removed last of all, unless the enemy has some special rule to single them out. In such special circumstances, the following rules apply as soon as a Unit Leader is killed before his remaining men:

Any STG, special rules and other bonuses provided by the Unit Leader are immediately lost.

One model in the unit must be chosen as acting Unit Leader (it would be useful to mark this model in some way). This model is used for movement and line of sight, etc., but gains no STG, and applies none of the advantages that may usually be associated with the Unit Leader.

An Independent Officer may join the unit, as explained below, and take over the role of the Unit Leader.

INDEPENDENT OFFICERS

As the name suggests, Independent Officers usually take to the battlefield alone, or accompanied by small groups of aides. Independent Officers represent high-ranking officers, or even spies.

Independent Officers, even if alone, count as a 'unit' for all rules purposes. Unless they join another unit, as described below, they are always assumed to be in Skirmish order.

One Independent Officer in your force (the one with the highest Command value) must be nominated as your Commander. The Commander gains additional special rules, as detailed later.

TARGETING INDEPENDENT OFFICERS

Independent Officers are small targets, and not easy to pick out on the battlefield. They may not be targeted by Fire! actions or Delayed Fire reactions if they are within 6" of a friendly unit containing 5 or more models, unless they are the closest target.

JOINING UNITS

An Independent Officer may join a friendly unit simply by performing a Move or Move at the Double action that brings him into coherency with the unit, or by said unit moving into coherency with him. Declare that the Officer is joining the unit.

The Officer with the highest Command value in the unit is treated as the Unit Leader, whether that is a sergeant, spy or colonel. If several Officers have the same Command value, the controlling player must choose which one is the Unit Leader – he will remain so until he leaves the unit.

When an Independent Officer becomes a Unit Leader, he gains access to all of the Unit Leader rules, above, and may perform the Issue Order action.

An Independent Officer in a unit is bound by any psychological effects the unit suffers, whether Broken or Disordered.

An Independent Officer on foot may not join a Cavalry unit. However, if the Officer is mounted, he may still join an infantry or artillery unit, but will prevent the unit from entering buildings or climbing stairs, etc., as described in the Scenery section, for as long as he is with them. His movement rates are reduced to that of Infantry for the duration. In the Melee phase, he is treated as Cavalry for the purposes of strike order and any weapon bonuses he may have, but is still part of the unit when the enemy strikes back, and when combat resolution is calculated.

A mounted Independent Officer who is a Unit Leader may not issue a Cavalry-only order to a non-Cavalry unit.

AIDES-DE-CAMP (ADC)

If an Independent Officer is accompanied by aides, as detailed in the Force Lists (p.39), they form a small unit of their own, with the Independent Officer serving as Unit Leader. The entire unit of Officer and ADCs may join friendly units just as if the Officer were acting alone. ADCs may not become Unit Leaders.

Aides-de-Camp must be mounted if the Officer they accompany is, and on foot otherwise.

STRATEGIES

The main benefit of Independent Officers is that they are able to use Strategies, which greatly bolster your entire force.

Strategies are purchased for a specified number of points when you choose your force (for full details of points values and choosing a force, see p.39). A Strategy can only be used by the Independent Officer who purchased it.

An Officer can only use each of his Strategies once per game – note on the roster sheet when a Strategy has been used to remind you. A Strategy costs 1 STG to use.

FOR KING AND COUNTRY, HUZZAH! (22PTS)

Play this Strategy during the Officer's activation. All friendly Broken units within 6" automatically rally – remove their Broken markers.

CAVALRY OFFICER (20PTS)

May only be taken by an Independent Officer on horse. Play this Strategy before the game begins. Nominate one friendly Cavalry unit – that unit adds +2" to its movement allowance for the rest of the game.

TACTICAL REDEPLOYMENT (18PTS)

Play this Strategy after both sides have deployed, but before the first turn begins. Remove one of your own units from play (which may be the Officer himself), and redeploy it, following all of the usual scenario rules for deployment.

LAY OF THE LAND (16PTS)

Play this Strategy after both sides have deployed, but before the first turn begins. Move a scenery piece of your choice up to 12" from its current position. The piece cannot be in the enemy deployment zone, nor may it be a scenario objective (or contain such). Furthermore, the move must be logical – you cannot move a corner-shaped hill into the centre of the board, for instance, or move a section of river away from the main body of water.

THE DAY'S FOX (15PTS)

Play this Strategy when an enemy unit within 6" makes rolls to hit either through a Fire! action, Delayed Fire reaction, or Stand and Shoot reaction. The unit must reroll any 6s it rolled to hit.

UP AND AT 'EM! (15PTS)

Play this Strategy on a friendly Infantry unit that has been activated within 6". The unit must declare a Charge action, gaining D3" to the Charge move. If the charge is successful, the unit adds +1 to its Melee value in the next Melee phase.

DISCRETION IS THE BETTER PART OF VALOUR (10PTS)

Play this Strategy at the start of the Melee phase when the Officer is engaged in combat. Remove the Officer from combat immediately, placing him anywhere within 6" of his original position, and no closer than 1" to another model. He may use this Strategy to leave a unit, but not to join one.

FEINT (10PTS)

Play this Strategy when an enemy unit has been activated, and one or more of your units is in its maximum Charge range. The unit must immediately perform a Charge action against the closest viable target if it is able to do so.

JUMP TO IT! (10PTS)

Play this Strategy when a friendly unit within 6” completes a Move action. That unit may immediately perform a second Move or Charge action, providing it has enough TAC.

CARPE DIEM (6PTS)

Play this Strategy to reroll the dice when rolling for Initiative in the first turn.

FRESH ORDERS (5PTS)

Play this Strategy during the Officer’s activation. Reduce the Officer’s STG by as many points as you like (to a minimum of 0), and replenish that many points to the STG pool of another Officer or Unit Leader within 6”. The recipient may not gain more STG points than he started with.

THE COMMANDER

Every force must include at least one Independent Officer; the Independent Officer with the highest Command value is nominated as your Commander. The Commander grants two very important boosts to your force:

Unless the Commander is Broken, all friendly units within 6” of him may use his Command value for any Command checks they are required to take.

Friendly units in melee add +1 to their combat resolution if the Commander is within 6”, and he is not Broken.

COMMANDER TRAITS

In addition, a Commander may have one ‘Commander Trait’ chosen from the list below, at the points cost indicated. These traits are designed to add extra character to your force’s Commander – what kind of leader is he? Is he a glory hunter? A strict disciplinarian? A rogue or gambler? Your choice of Trait answers these questions, and shapes your style of play.

Traits can be used more than once per game (but no more than once per turn), unless the rules state otherwise. You do not need to choose a Trait if you do not wish to.

HEROIC (25PTS)

This Officer gains 1 free STG point each time he is activated. This point is counted over and above his initial STG value. If this bonus point is not used during a turn, it is lost.

INDEFATIGABLE (22PTS)

One use per game. Use this Trait when the Officer is on the losing side in melee. The result is immediately reversed, and the Officer’s side counts as having won the combat by a single point of combat resolution instead.

INSPIRATIONAL (20PTS)

Friendly units within 12” instead of the usual 6” may use this Officer’s Command value.

MASTER STRATEGIST (18PTS)

The Officer gains +1 STG to his profile.

NERVES OF STEEL (18PTS)

A unit that includes this Officer does not need to take Command checks when losing 25% casualties to enemy shooting.

STEALTHY (15PTS)

May not be chosen by a mounted Officer. The Officer and any Infantry unit he is with gain a +1 modifier to their Cover Saves.

EAGER FOR BATTLE (12PTS)

One use per game. Play this Trait after deployment but before the first turn begins. The Officer and any unit he is deployed with immediately performs a Move action, using all of the normal rules, but costing no TAC and not using their first turn’s activation.

FEARSOME REPUTATION (12PTS)

An enemy unit may not declare a Charge action against this Officer or a unit he has joined unless they first pass a Command check (this effect is the same as the special rule of the same name on p.37).

LEAD FROM THE FRONT (12PTS)

When this Officer is in base contact with an enemy in melee, he and all friendly models within 3” of his gain +1 strike in combat.

BLOODTHIRSTY (10PTS)

This Officer and any unit he is with adds D3” to its Charge moves. In addition, if an enemy flees from the Officer when he is engaged in combat, he (and any unit he is with) must always choose to pursue.

DUELLIST (10PTS)

This Officer gains D3 extra strikes in any combat that also involves an enemy Independent Officer. Roll his hit and damage dice separately from the rest of the unit – any damage he inflicts must be directed at an enemy Officer of your choice – you may move this model within the combat into base contact with the chosen Officer to make it clear who he is fighting. If the damage is more than enough to kill the Officer, excess wounds caused are wasted.

LUCKY (10PTS)

When this Officer loses his last Wound, Roll a D6. On the score of a 4 or more, the Officer is not removed from play, but instead remains in the game, with 1 Wound on his profile.

STIRRING ORATOR (10PTS)

At the start of each of the Officer’s activations, choose a friendly unit within 6”. That unit gains +1 to its Command value for the remainder of the turn.

TACTICAL GENIUS (10PTS)

During his activation, when he is part of a friendly unit, the Commander may reduce his STG pool by as many points as he wishes, to a minimum of 0, and immediately increase the TAC of his unit by that many points. The bonus TAC lasts for the remainder of the Action phase; the reduction in STG is permanent.

DIRTY FIGHTER (8PTS)

This Officer gains D3 extra strikes in combat if any of the enemy models he (or his unit) is fighting has a higher Melee value than him.

MARKSMAN (8PTS)

This Officer carried a Rifle in addition to his other equipment, and gains the Crack Shot special rule (p.36).

MERCILESS (6PTS)

This Officer and any unit he has joined may perform a Fire! action at an enemy unit even when it is engaged in combat with friends. Once the number of hits has been determined, roll a D6 for each successful hit. On a 4+, the shot hits the original target. On a 1–3 the shot hits another unit in the same combat, determined randomly.

FLOGGING OFFICER (5PTS)

Use this Trait at any point in the turn when there is a Broken friendly unit within 6” of the Officer. The unit automatically rallies, but its Command value is reduced by 1 point for the remainder of the game.

RISEN FROM THE RANKS (5PTS)

Units within 6” of this Commander may not use his Command value for Command checks. However, any unit that he joins can use his Command value as normal, and in addition gains +1 TAC for as long as he accompanies them.

ARTILLERY

Artillery pieces can be devastating in small-scale conflicts, as long as they can maintain good fields of fire and stay out of reach of fast-moving cavalry, of course. In a game at this scale, we do not worry about the distinction between horse and foot artillery – limbers are assumed to be too far away or too cumbersome to attach in the heat of a skirmish. Likewise, we don’t detail heavy cannons (12-pounders) to keep things manageable.

In games of *Chosen Men*, Artillery units require several special rules that distinguish them from other units. For the most part, they are treated as Infantry units in Skirmish order, with the following exceptions:

- Artillery units have the Cumbersome special rule (p.36), meaning that they cannot Fire! in a turn that they move, may not perform Charge actions, and may only move through Open terrain.
- No unit may pass through Artillery units when using the Interpenetration rule.
- When performing a Fire! action, Artillery units use the special rules listed below.
- If an Artillery crew has ranged weapons (such as muskets), it may not fire them in the same turn as the Artillery piece.
- If an Artillery unit is force to Flee for any reason, the artillery piece itself is removed from play and the crew models immediately become an Infantry unit in Skirmish order. Artillery crew with no gun lose the Cumbersome special rule.

FIRING PROCEDURE

When firing a cannon of any type, declare a Fire! action as normal. A cannon may not move and fire in the same turn, but it may be pivoted on the spot in order to face a target – this is important, as cannon can only fire directly forwards in a dead straight line. Line of sight for cannon is drawn from the gun, not from the Unit Leader.

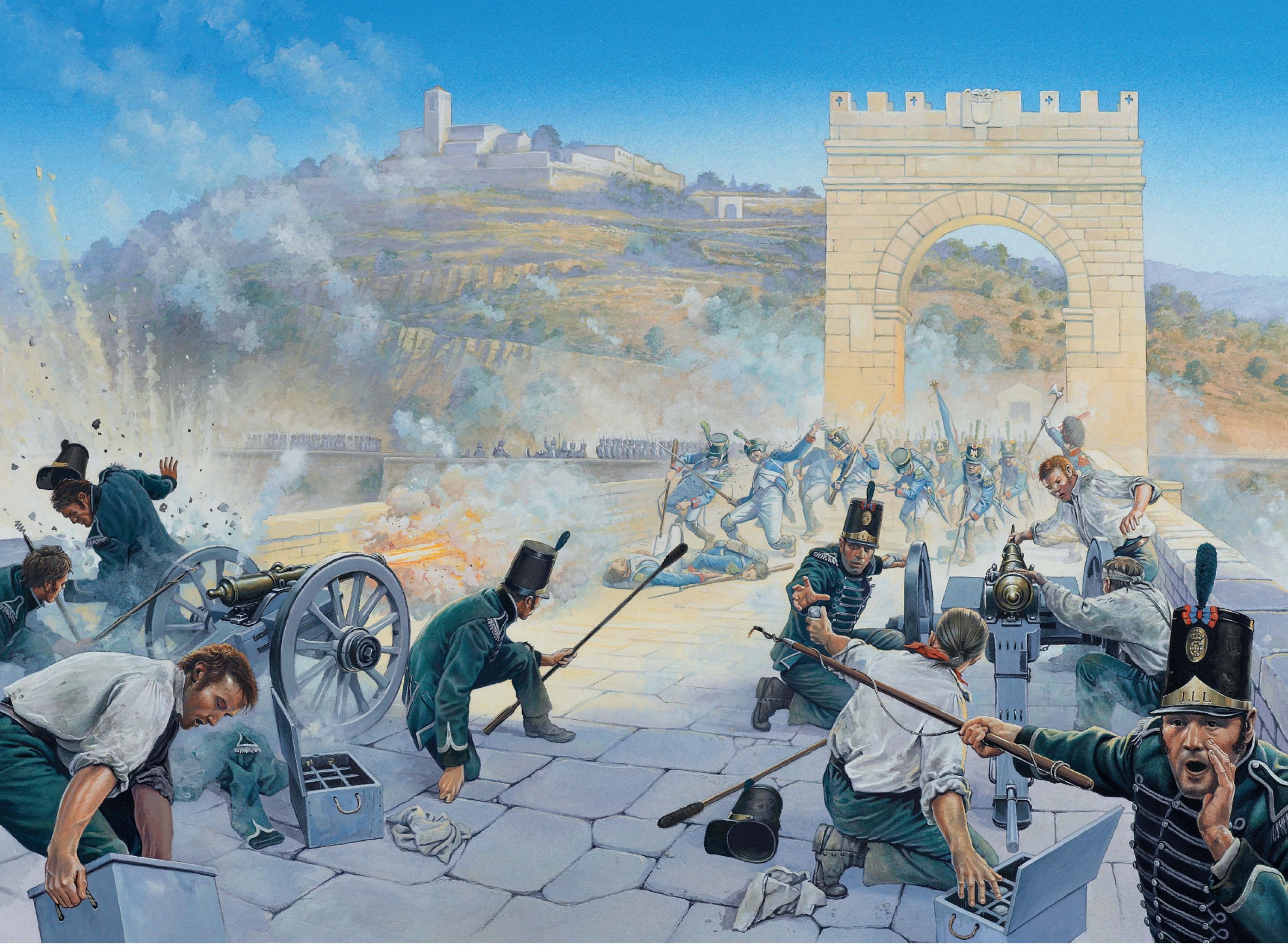
A cannon has a Minimum Range, and a number of Accuracy Dice on its profile (see below). When firing, you must choose a target beyond the cannon’s Minimum Range.

To fire, choose a number of dice up to the weapon’s total Accuracy Dice value (you must choose a minimum of 1D6). Roll these dice, and add the number scored to the cannon’s range, to establish where the shot hits.

Measure this range in a dead straight line from the cannon’s barrel, and place a Target marker on that spot.

Now roll 2D6 and measure that distance in inches from the Target marker, following the same trajectory as the original shot. Place a Graze marker on this spot – this is how far the cannonball bounces, hopefully smashing through the enemy as it goes!

Cannon	Range	Accuracy Dice	Damage (Target/Graze)
Swivel Gun	6"	3	D3+1/D3
Small Cannon (3–4lb)	8"	3	D6/D3
Medium Cannon (6–9lb)	8"	4	D6+2/D3+1



The Loyal Lusitanian Legion defending the bridge at Alcantara, by Mark Stacey © Osprey Publishing. Taken from Raid 34: Oldest Allies.

HARD TARGETS

If a cannon shot hits a scenery piece that would normally afford Heavy Cover, the shot stops at the point of contact, and will bounce no further. If the initial shot would hit such a scenery piece, and the cannon itself was not elevated, then resolve damage against any unit occupying the scenery piece, as though it had been Grazed (see below). This effect even applies if the unit was occupying a building, representing the structure becoming shaken and unstable.

CANISTER SHOT

All cannon are able to fire canister shot (or 'grapeshot') when the enemy draw close. If you wish to perform a Fire! action at an enemy unit within the weapon's Minimum Range, simply measure the Minimum Range from the gun's barrel in a straight line, and roll a D6. If the dice roll is a 1, the cannon has Misfired (see below, rerolling any scores of a 6 until a result of 1–5 is achieved). Otherwise, any unit, friend or foe, that lies directly beneath this line is hit, with the weapon's Target Damage value (see Damage, below).

SHRAPNEL

Some cannon are able to be upgraded with Shrapnel ammunition. When firing the cannon, you must choose regular (or 'round') shot, or Shrapnel.

The procedure for firing Shrapnel ammunition is the same as above, except no Graze marker is placed. Instead, every unit within 4" of the Target marker is hit, and takes 1 automatic Wound for each model even partially within that radius.

In addition, any unit that takes even a single Wound from Shrapnel shot must pass a Command check or become Broken, as if it had lost 25% casualties.

MISFIRES

If, when rolling the Accuracy dice, you score a 1, you must roll on the Misfire table to see what happens. For each additional '1' rolled after the first, you must -1 from your roll on the table (so if you roll three ones, you must apply a -2 penalty to the Misfire table, to a minimum score of 1).

Cannon Misfire Table

D6	Result
1	Rendered Useless! The cannon cannot be used again for the remainder of the game. The crew models immediately form a unit of Infantry in Skirmish order.
2–3	Barrel Fouled. The unit cannot perform Fire! actions this turn or the next while the crew clear the barrel.
4–5	Miss. The shot misses everything and everyone, and has no effect.
6	Falls short. Roll another D6 and deduct this value in inches from the original distance rolled (down to the Minimum Range).

DAMAGE

All cannon have two Damage values. The first is immediately applied to a unit (friend or foe) with any models directly beneath the Target marker (even partially). The second is applied to any unit with one or models under the line between the Target marker and the Graze marker.

Roll for damage separately for each unit, and apply the results exactly as though the unit had received that number of Wounds from a normal Fire! action. Resilience is useless against several pounds of heavy lead!

UNIT SPECIALISTS

As you'll see from the Force Lists section (p.39), some units have the option to include one or more specialist troopers amongst their number.

Like Officers, specialists are represented by unique models, which add variety and character to your units. When choosing specialists, you will be told to 'upgrade' one model to a specialist, replacing that model with the chosen specialist. So, for example, if you have a unit of 10 Riflemen, including a Sergeant, and one is upgraded to a bugler, your unit would comprise a Sergeant, a bugler and eight ordinary troopers. As you generally get to choose which models are removed as casualties, it is entirely up to you when they are removed (although remember that Unit Leaders are still removed last).

Specialists either provide their own characteristics values and weaponry to a unit (which are therefore rolled separately when shooting or attacking in melee), or add one or more special rules to a unit as long as they are alive.

The most common specialists are detailed below.

BUGLER

A unit with a Bugler may reroll the dice to see how far they move when performing a Charge or Move at the Double action.

CHOSEN MAN

Chosen Men have the Crack Shot special rule. If you choose to use this rule, you must roll their shots separately when the unit makes a Fire! action.

DRUMMER

An Infantry unit with a Drummer can change formation using only 1 TAC instead of 2.

ENSIGN

A unit with an Ensign may ignore the first failed Command check it makes in the game (you may wish to replace the model with a standard trooper to remind you when the rule has been used, or mark it on the roster sheet).

SAPPERS/SAPEURS

A unit with one or more Sappers (or *Sapeurs* in the French force list) gains the Engineers special rule (p.37) for as long as at least one is alive. In addition, Sappers have their own profile and weaponry, detailed below, which means they must roll their attacks in the Melee phase separately from their comrades (their high Melee value may also mean that they strike before the rest of their unit).

Model	M	R	C	W	TAC	STG	Type
Sapper/Sapeur	5	3	3	2	As Unit	–	Infantry
Unit Composition	**Equipment**				**Special Rules**		
–	Axe				Melee Specialist (D3), Sappers add the Engineers special rule to their unit as long as they are alive.		

STANDARD BEARER

A unit with a Standard Bearer adds +1 to its combat resolution in Melee, and may reroll failed tests to Rally in the Recovery phase. Standard Bearers may not fire ranged weapons. In addition, they can never be removed before normal troopers, as soldiers are expected to pick up a dropped standard. If the unit is wiped out by being pursued after combat, however, the Standard Bearer model is handed to the opposing player as a reminder that he has captured a standard. This can confer Victory Point bonuses in some scenarios (p.61).

SPECIAL RULES

Many units and pieces of equipment in games of *Chosen Men* have special rules listed with their profiles, which are grouped here alphabetically for ease of reference.

BAYONET DRILL

The unit gains +1 on its rolls to hit in melee when it has a Charged marker.

SECONDARY WEAPON

A model armed with this weapon may use it in addition to its other melee weaponry, gaining one additional strike using the weapon's profile.

CRACK SHOT

A model with this special rule may direct its shots from Fire! actions towards a nominated Officer or specialist in the target unit. Successful Wounds must be taken against the nominated target. If a model with Crack Shot targets an Independent Officer not in a unit, that Officer does not benefit from the proximity of friendly units. In this instance, models in a unit with Crack Shot would fire, while the remainder would be unable (assume their shots go wide).

CUIRASSES

Models with Cuirasses add +1 to their Resilience in melee.

CUMBERSOME

Units with this special rule cannot Move at the Double or Charge, and cannot Fire! in a turn that they Move. Additionally, they may not perform Charge actions, and may only move through Open terrain.

DEADLY ACCURATE

Any unmodified rolls of a 6 to damage with this weapon inflict 2 Wounds against the target unit instead of 1.

DEVASTATING CHARGE

Cavalry automatically gain this special rule. When this unit has a Charge marker, it gains +D6 strikes against Infantry and Artillery (using the majority profile and equipment), and +D3 strikes against Cavalry, for every full five models currently in the unit.

DRILLED

When performing a Fire! action with muskets, a unit with this special rule gains an extra D3 shots for every full five models in the unit that are eligible to shoot.

ENGINEERS

Units with this special rule may perform a Dig In action for 1 TAC instead of 2.

FEARSOME REPUTATION

An enemy unit may not declare a Charge action against this unit unless it first passes a Command check.

FIRE ON THE MOVE

This weapon is compact and easy to fire. It may be fired even in the same turn that the unit moves, but the shots count as Difficult.

GUERRILLAS

This unit may never adopt a formation other than Skirmish order, and may not benefit from the Command radius of the force Commander.

HARDENED

At the start of each Melee phase when this unit is engaged in combat, roll a D6. On a 1–2 there is no effect. On a 3–4 the unit adds +1 to its Melee value for the remainder of the phase. On a 5–6 the unit adds +1 to its Resilience for the remainder of the phase.

HATE (NATION)

The units Hates any enemy unit from the specified force list. At the start of each of its activations, you must measure its maximum charge range all about it. If there are any enemy units from the specified nation within that range and line of sight, this unit must declare a Charge action (if it can) against the closest.

The unit may never perform a Disengage action if it is engaged against a hated unit.

In combat against units of the hated nation, this unit may reroll any scores of a 1 to damage.

LIGHT INFANTRY

When performing a Move action through Difficult terrain, roll a D6. On a 4+, the unit ignores the movement penalty and may move its full allowance this time.

The 6th Hussars clashing with the 6e Régiment de Chasseurs à Cheval at Quatre Bras, by Gerry Embleton © Osprey Publishing. Taken from Campaign 276: Waterloo 1815 (1).

IMPETUOUS

A unit with this special rule must always pursue an enemy that flees in combat, unless it can pass a Command check first.

INTELLIGENCE AGENT

If you have one or more models in your force with this special rule, then you may roll a D6 in any initiative phase when the initiative would automatically pass to your opponent. On the roll of a 6, you steal the initiative for another turn!

MELEE SPECIALIST (X)

A model with this special rule has (X) strikes in combat rather than one.

MILITIA

A Militia unit must take a Command check to avoid being Broken from enemy shooting if it takes even a single Wound.

OPENING VOLLEY

The first time in a game that this weapon fires, it may reroll failed rolls to hit.

RAVAGE

If this weapon successfully hits the enemy, it inflicts D3+1 Wounds. Roll to damage for each separately.

SHARPSHOOTERS

This unit does not count shots fired at Long Range as Difficult.

STUBBORN

This unit does not modify its Command value when it is beaten in combat.

TWO-RANK LINE

When in Line formation, this unit may fire the full number of shots with models in a second rank. Models in a third rank still may not fire, however.

Wait… Where are my Guards?

If you're looking for the Imperial Guard, British Foot Guards, armoured Heavy Cavalry, etc., you may be disappointed. This game specifically focuses on small engagements away from the cut-and-thrust of large battles. While a few hand-picked men may have been sent off to support the Light Infantry on a special mission, large battalions of elite troops are – for now – beyond the remit of these rules. Emperor willing, we'll revisit such units another day, along with the other nations of the Napoleonic Wars who did not make this volume.

FORCE LISTS

The lists that follow are used to muster your chosen force. All units in your force must be chosen from the same list, and/or from the Allies list(s) described below.

POINTS VALUES

All soldiers and equipment in the game are assigned a points value, representing their comparative worth in a fight. These values are used at the start of a game to create evenly-matched forces.

Although you are free to decide with your opponent how many points per side you wish to field, the recommended starting value per side for a small game is 150pts, which will have you learning the rules in no time. Once you have settled on a points value, you may choose units from the lists up to this value, but may not exceed it.

FORCE SPECIAL RULES

Every force has a special rule, which adds to its unique style of play on the battlefield. These are listed clearly at the start of each Force List.

THE COMMANDER

You must recruit at least one Independent Officer for your force. The Independent Officer with the highest Command value will be your Commander (see p.31). If two or more Officers tie for the honour, the one with the highest STG will be the Commander. If there is still a tie, nominate one and declare this choice clearly to your opponent.

RESTRICTIONS

You must choose at least one non-officer unit for your force. Additionally, you may spend no more than 50% of your total points allowance on Cavalry units, and no more than 25% on Artillery units.

The number of each type of unit you may recruit is stated in the list – for example, if a unit has 1+ next to it, you must take one such unit in your force, but there is no upper limit. If the number was 0–5, then would not be obliged to take any, but if you choose to you may not field more than five.

ALLIES

The Allies section specifies which other Force Lists you may pick units from. These may be mixed into your force freely. Units from different lists use their nation's own Force Special Rules, not those of your primary list. The Commander of your force must be chosen from the primary list, and you may never choose more units from an allied list than from your primary list.

OPTIONS AND UPGRADES

Most units have a number of special options and upgrades available to them. Options vary from unit-to-unit, and are explained in the unit entries. Upgrades usually apply to the 'standard' troopers, rather than any Unit Leader or other specialist in the unit – at the cost listed, you may swap a standard trooper from the unit with the upgraded version.

Theatres of War

The Force Lists contained herein focus primarily on the Peninsular War and the Waterloo campaign. Feel free to adapt lists and units to reflect your chosen theatre or army, but just be sure to allow your opponent the opportunity to check and approve any such changes.

FRANCE

After the anarchy of the French Revolution, it was hard to see how the reputation of the French army would ever recover. However, the saviour of the army came from the lowly Artillery Corps, in the form of Napoleon Bonaparte. In a comparatively short period, Napoleon transformed a zealous Republican army into a disciplined fighting force, putting to flight all before them.

FORCE SPECIAL RULES

- **Colonne d'Attaque:** French Infantry may form Column of Attack as a free action (a cost of 0 TAC points).
- **Shadow of Bonaparte:** The French may choose their Cauldron of War Strategy at the start of the game instead of rolling, but if they do so they automatically hand first-turn initiative to their opponent.

ALLIES

- French Peninsular Allies (p.44)

INDEPENDENT OFFICERS

0–1 COLONEL (45PTS)

Model	M	R	C	W	TAC	STG	Type
Colonel	3	3	5	2	3	2	Officer (Infantry)
ADC	3	3	3	1	3	–	Infantry/Cavalry
Unit Composition	**Equipment**				**Special Rules**		
1 Colonel	Pistol, Sabre				–		
Options	- May purchase up to two Strategies (p.30). If the Colonel is your Commander, he may also purchase one Trait at the cost specified on p.31. - May ride a horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule. - If mounted, may take the Cuirasses special rule (+3pts). - May be accompanied by 0–3 Aides-de-Camp (+4pts per model if on foot, or +6pts per model if mounted).						

LIEUTENANT COLONEL (40PTS)

Model	M	R	C	W	TAC	STG	Type
Lt. Colonel	3	3	4	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Lieutenant Colonel	Pistol, Sabre				–		
Options	- May purchase a single Strategy (p.30). If the Lt. Colonel is your Commander, he may also purchase one Trait at the cost specified on p.31. - May ride a horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule. - If mounted, may take the Cuirasses special rule (+3pts).						

0–1 FRENCH SPY (48PTS)

Model	M	R	C	W	TAC	STG	Type
French Spy	2	2	3	2	4	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 French Spy	Pistol				Intelligence Agent		
Options	- May purchase a single Strategy (p.30). If the Spy is your Commander, he may also purchase one Trait at the cost specified on p.31. - May take a Sabre (+1pt). - May ride a horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule.						

INFANTRY UNITS

LIGHT INFANTRY (45PTS)

Model	M	R	C	W	TAC	STG	Type
Light Infantryman	3	3	3	1	3	–	Infantry
Sergent	3	3	3	1	3	1	Officer (Infantry)
Capitaine	3	3	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergent (Unit Leader) and 4 Light Infantrymen	Musket, Bayonet				Light Infantry		
Options	- May take 5 additional Light Infantrymen (+40pts). - Upgrade one Light Infantryman to a Drummer (+3pts). - Upgrade one Light Infantryman to a Standard Bearer (+8pts). - Upgrade one Light Infantryman to a Capitaine (Unit Leader, +8pts), replacing Musket and Bayonet with Pistol and Sabre. - Entire unit may be upgraded to **Carabiniers** (+2pts per model), gaining the Hardened special rule, or **Voltigeurs** (+3pts per model), gaining the Sharpshooters special rule.						

0–1 REGULAR INFANTRY (75PTS)

Model	M	R	C	W	TAC	STG	Type
Infantryman	3	3	3	1	3	–	Infantry
Sergent	3	3	3	1	3	1	Officer (Infantry)
Capitaine	3	3	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergent (Unit Leader) and 9 Infantrymen	Musket, Bayonet				–		
Options	- May take 10 additional Infantrymen (+70pts). - Upgrade one Infantryman to a Drummer (+3pts). - Upgrade one Infantryman to a Standard Bearer (+8pts). - For every 10 models in the unit, one Infantryman may be upgraded to a Sapeur (p.36, +6pts). - Upgrade one Infantryman to a Capitaine (Unit Leader, +8pts), replacing Musket and Bayonet with Pistol and Sabre. - The entire unit may be upgraded to **Grenadiers** (+2pts per model), gaining the Hardened special rule.						

0–1 FOOT DRAGOONS (55PTS)

Model	M	R	C	W	TAC	STG	Type
Dragoon	3	4	3	1	3	–	Infantry
Marachel-des-logis	3	4	3	1	3	1	Officer (Infantry)
Capitaine	3	4	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Marachel-des-logis (Unit Leader) and 4 Foot Dragoons	Musketoon, Pistol, Sabre				Impetuous		
Options	- May take 5 additional Foot Dragoons (+50pts). - Upgrade one Foot Dragoon to a Bugler (+4pts). - Upgrade one Foot Dragoon to a Standard Bearer (+8pts). - Upgrade one Foot Dragoon to a Capitaine (Unit Leader, +10pts).						

0–1 MARINS DE LA GARDE (100PTS)

Model	M	R	C	W	TAC	STG	Type
Marine	4	3	4	1	4	–	Infantry
Sergent	4	3	4	1	4	1	Officer (Infantry)
Chef d'Bataillon	4	3	4	2	4	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergent (Unit Leader) and 4 Marines	Musket, Bayonet, Sabre				Fearsome Reputation, Stubborn		
Options	- May take 5 additional Marines (+95pts). - Upgrade one Marine to a Drummer (+3pts). - Upgrade one Marine to a Standard Bearer (+8pts). - Upgrade one Marine to a Sapeur (p.36, +6pts). - Upgrade one Marine to a Chef d'Bataillon (Unit Leader, +10pts), replacing Musket and Bayonet with a Pistol. - The entire unit may take the Drilled special rule (+2pts per model).						

0–3 YOUNG GUARD TIRAILLEURS (65PTS)

Model	M	R	C	W	TAC	STG	Type
Young Guard	4	3	4	1	3	–	Infantry
Sergent	4	3	4	1	3	1	Officer (Infantry)
Chef d'Bataillon	4	3	4	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergent (Unit Leader) and 4 Young Guard	Musket, Bayonet				Light Infantry, Impetuous		
Options	- May take 5 additional Young Guard (+60pts). - Upgrade one Young Guard to a Drummer (+3pts). - Upgrade one Young Guard to a Standard Bearer (+8pts). - Upgrade one Young Guard to a Chef d'Bataillon (Unit Leader, +10pts), replacing Musket and Bayonet with Pistol and Sabre. - The entire unit may be upgraded to **Young Guard Voltiguers** for +3pts per model, swapping the Impetuous special rule for the Sharpshooters special rule.						

CAVALRY UNITS

0–1 CARABINIERS A CHEVAL (100PTS)

Model	M	R	C	W	TAC	STG	Type
Carabinier	3	4	3	2	3	–	Cavalry
Marachel-des-logis	3	4	3	2	3	1	Officer (Cavalry)
Capitaine	3	4	3	3	3	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Marachel-des-logis (Unit Leader) and 4 Carabiniers	Musketoon, Pistol, Sabre				Devastating Charge		
Options	- May take 5 additional Carabiniers (+95pts). - Upgrade one Carabinier to a Bugler (+5pts). - Upgrade one Carabinier to a Standard Bearer (+10pts). - Upgrade one Carabinier to a Capitaine (Unit Leader, +10pts). - The entire unit may take the Cuirasses special rule (+2pts per model).*						
Design Note: Technically, this upgrade is only allowed in battles set after 1810, but we'll leave that to the player's discretion!							

HUSSARS (110PTS)

Model	M	R	C	W	TAC	STG	Type
Hussar	4	3	3	2	4	–	Cavalry
Marachel-des-logis	4	3	3	2	4	1	Officer (Cavalry)
Capitaine	4	3	3	3	4	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Marachel-des-logis (Unit Leader) and 4 Hussars	Musketoon, Pistol, Sabre				Devastating Charge		
Options	- May take 5 additional Hussars (+105pts). - Upgrade one Hussar to a Bugler (+5pts). - Upgrade one Hussar to a Standard Bearer (+10pts). - Upgrade one Hussar to a Capitaine (Unit Leader, +12pts).						

LANCERS (100PTS)

Model	M	R	C	W	TAC	STG	Type
Lancer	3	3	3	2	4	–	Cavalry
Marachel-des-logis	3	3	3	2	4	1	Officer (Cavalry)
Capitaine	3	3	3	3	4	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Marachel-des-logis (Unit Leader) and 4 Lancers	Musketoon, Pistol, Sabre				Devastating Charge		
Options	- May take 5 additional Lancers (+95pts). - Upgrade one Lancer to a Bugler (+5pts). - Upgrade one Lancer to a Standard Bearer (+10pts). - Upgrade one Lancer to a Capitaine (Unit Leader, +12pts). - The entire unit may take Lances (+2pts per model).* - One unit of Lancers in the force may be upgraded to **Polish Lancers of the Guard** (+5pts per model), gaining the Fearsome Reputation and Stubborn special rules.						
Design Note: A peculiarity of French army organisation, Lancers were not equipped with lances as standard…							

CHASSEURS A CHEVAL (105PTS)

Model	M	R	C	W	TAC	STG	Type
Chasseur	3	3	3	2	4	–	Cavalry
Marachel-des-logis	3	3	3	2	4	1	Officer (Cavalry)
Capitaine	3	3	3	3	4	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Marachel-des-logis (Unit Leader) and 4 Chasseurs	Carbine, Pistol, Sabre				Devastating Charge		
Options	- May take 5 additional Chasseurs (+100pts). - Upgrade one Chasseur to a Bugler (+5pts). - Upgrade one Chasseur to a Standard Bearer (+10pts). - Upgrade one Chasseur to a Capitaine (Unit Leader, +12pts). - One unit of Chasseurs in the force may be upgraded to **Chasseurs of the Guard** (+3pts per model), gaining the Stubborn special rule.						

ARTILLERY UNITS

CANNON (50PTS)

Model	M	R	C	W	TAC	STG	Type
Crew	2	3	3	1	3	–	Infantry
Capitaine	2	3	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Capitaine (Unit Leader) and 3 Crew	Small Cannon				Cumbersome		
Options	- May take up to 2 additional Crew (+3pts per model). - May take Muskets (+2pts per model). The Capitaine may take a Pistol and Sabre (+2pts) instead. - Upgrade to Medium Cannon (+10pts).						

FRENCH PENINSULAR ALLIES

In 1809, France had numerous allies from which to draw fighting men. From Germany, Italy, Poland and Switzerland, Napoleon secured additional troops through threats or treaties, though many such agreements of convenience were to be short-lived.

FORCE SPECIAL RULES

- **Remnants of Conquest:** Independent Officers from the French Peninsular Allies list may not be your Commander if your force includes any units from the France Force List – in this instance, you must choose an Officer from the France list to be your Commander, even if they are not your primary force.

ALLIES

- France (p.40)

INDEPENDENT OFFICERS

0–1 GERMAN COLONEL (45PTS)

Model	M	R	C	W	TAC	STG	Type
Colonel	3	3	5	2	3	2	Officer (Infantry)
ADC	3	3	3	1	3	–	Infantry/Cavalry
Unit Composition	**Equipment**				**Special Rules**		
1 Colonel	Pistol, Sabre				–		
Options	- May purchase up to two Strategies (p.30). If the Colonel is your Commander, he may also purchase one Trait at the cost specified on p.31. - May ride a horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule. - May be accompanied by 0–3 Aides-de-Camp (+4pts per model if on foot, or +6pts per model if mounted).						

GERMAN MAJOR (40PTS)

Model	M	R	C	W	TAC	STG	Type
Major	3	3	4	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Major	Pistol, Sabre				–		
Options	- May purchase a single Strategy (p.30). If the Major is your Commander, he may also purchase one Trait at the cost specified on p.31. - May ride a horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule.						

INFANTRY UNITS

NASSAU LIGHT INFANTRY (45PTS)

Model	M	R	C	W	TAC	STG	Type
Light Infantryman	3	3	3	1	3	–	Infantry
Sergeant	3	3	3	1	3	1	Officer (Infantry)
Captain	3	3	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Light Infantrymen	Musket, Bayonet				Light Infantry		
Options	- May take 5 additional Light Infantrymen (+40pts). - Upgrade one Light Infantryman to a Drummer (+3pts). - Upgrade one Light Infantryman to a Standard Bearer (+8pts). - Upgrade one Light Infantryman to a Captain (Unit Leader, +8pts), replacing Musket and Bayonet with Pistol and Sabre.						

0–1 SWISS MERCENARIES (120PTS)

Model	**M**	**R**	**C**	**W**	**TAC**	**STG**	**Type**
Mercenary	4	3	4	1	3	–	Infantry
Sergeant	4	3	4	1	3	1	Officer (Infantry)
Hauptmann	4	3	4	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 9 Mercenaries	Musket, Bayonet				–		
Options	- May take 10 additional Mercenaries (+115pts). - Upgrade one Mercenary to a Drummer (+3pts). - Upgrade one Mercenary to a Standard Bearer (+8pts). - Upgrade one Mercenary to a Hauptmann (Unit Leader, +8pts), replacing Musket and Bayonet with Pistol and Sabre. - The entire unit may take the Drilled Special rule (+2pts per model). - The entire unit may be upgraded to **Grenadiers** (+2pts per model), gaining the Hardened special rule.						

CAVALRY UNITS

POLISH VISTULA LANCERS (100PTS)

Model	**M**	**R**	**C**	**W**	**TAC**	**STG**	**Type**
Lancer	3	3	3	2	3	–	Cavalry
Sergeant	3	3	3	2	3	1	Officer (Cavalry)
Kapitan	3	3	3	3	3	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Lancers	Pistol, Lance, Sabre				Devastating Charge		
Options	- May take 5 additional Lancers (+95pts). - Upgrade one Lancer to a Bugler (+5pts). - Upgrade one Lancer to a Standard Bearer (+10pts). - Upgrade the Sergeant to a Kapitan (Unit Leader, +12pts).						

ARTILLERY UNITS

ITALIAN ARTILLERY (55PTS)

Model	**M**	**R**	**C**	**W**	**TAC**	**STG**	**Type**
Crew	2	3	3	1	3	–	Infantry
Captain	2	3	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Captain (Unit Leader) and 3 Crew	Medium Cannon				Cumbersome		
Options	- May take up to 2 additional Crew (+3pts per model). - May take Muskets (+2pts per model). The Captain may take a Pistol and Sabre (+2pts) instead.						

GREAT BRITAIN

Amongst the various partners of the coalitions against Napoleon, Britain alone remained a constant and implacable enemy of France. At sea, on land and through ruthless control of European commerce, 'Perfidious Britain' as Napoleon called her, fought doggedly until Bonaparte's ultimate defeat in 1815.

FORCE SPECIAL RULES

- **Three Shots a Minute:** Any Infantry unit from the Great Britain Force List performing a Fire! action with muskets may spend 1 extra TAC when shooting. If they do so, they gain D3 extra shots for every full 5 models in the unit.

ALLIES

- British Peninsular Allies (p.49)
- Waterloo Allies (p.52)
- Prussia (p.56)

INDEPENDENT OFFICERS

0–1 COLONEL OR LIEUTENANT-COLONEL (45PTS)

Model	M	R	C	W	TAC	STG	Type
Colonel	3	3	5	2	3	2	Officer (Infantry)
ADC	3	3	3	1	3	–	Infantry/Cavalry
Unit Composition	**Equipment**				**Special Rules**		
1 Colonel	Pistol, Sabre				–		
Options	- May purchase up to two Strategies (p.30). If the Colonel is your Commander, he may also purchase one Trait at the cost specified on p.31. - May ride a horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule. - May take the Melee Specialist (2) special rule (+6pts). - May be accompanied by 0–3 Aides-de-Camp (+4pts per model if on foot, or +6pts per model if mounted).						

0–2 MAJOR (40PTS)

Model	M	R	C	W	TAC	STG	Type
Major	3	3	4	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Major	Pistol, Sabre				–		
Options	- May purchase a single Strategy (p.30). If the Major is your Commander, he may also purchase one Trait at the cost specified on p.31. - May ride a horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule. - May take the Melee Specialist (2) special rule (+6pts).						

0–1 BRITISH SPY (50PTS)

Model	M	R	C	W	TAC	STG	Type
British Spy	3	2	3	2	4	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 British Spy	Pistol, sabre				Intelligence Agent		
Options	- May purchase a single Strategy (p.30). If the Spy is your Commander, he may also purchase one Trait at the cost specified on p.31. - May ride a horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule.						

INFANTRY UNITS

LIGHT INFANTRY (45PTS)

Model	M	R	C	W	TAC	STG	Type
Light Infantryman	3	3	3	1	3	–	Infantry
Sergeant	3	3	3	1	3	1	Officer (Infantry)
Captain	3	3	3	2	3	2	Officer (Infantry)

Unit Composition	Equipment	Special Rules
1 Sergeant (Unit Leader) and 4 Light Infantrymen	Musket, Bayonet	Light Infantry

Options	- May take 5 additional Light Infantrymen (+40pts). - Upgrade one Light Infantryman to a Bugler (+4pts). - Upgrade one Light Infantryman to an Ensign (+5pts). - Upgrade one Light Infantryman to a Captain (Unit Leader, +8pts), replacing Musket and Bayonet with Pistol and Sabre. - For every 5 models in the unit, one Light Infantryman may be upgraded to a Sapper (p.36, +6pts). - The entire unit may be upgraded to **Elite Light Infantry** (+3pts per model), gaining the Drilled special rule.

0–3 RIFLES (80PTS)

Model	M	R	C	W	TAC	STG	Type
Rifleman	3	3	3	1	4	–	Infantry
Sergeant	3	3	3	1	4	1	Officer (Infantry)
Captain	3	3	3	2	4	2	Officer (Infantry)

Unit Composition	Equipment	Special Rules
1 Sergeant (Unit Leader) and 4 Riflemen	Rifle, Sword	Light Infantry, Sharpshooters

Options	- May take 5 additional Riflemen (+75pts). - Upgrade one Rifleman to a Bugler (+3pts). - Upgrade one Rifleman to a Captain (Unit Leader, +8pts). - For every 5 models in the unit, one Rifleman may be upgraded to a Chosen Man (+5pts). - One Rifles Sergeant in the force may exchange his Rifle for a Volley Gun (+6pts).

0–1 LINE INFANTRY (90PTS)

Model	M	R	C	W	TAC	STG	Type
Infantryman	3	3	3	1	3	–	Infantry
Sergeant	3	3	3	1	3	1	Officer (Infantry)
Captain	3	3	3	2	3	2	Officer (Infantry)

Unit Composition	Equipment	Special Rules
1 Sergeant (Unit Leader), 1 Standard Bearer, 1 Drummer and 7 Infantrymen	Musket, Bayonet	Two-Rank Line

Options	- May take 10 additional Infantrymen (+80pts). - Upgrade one Infantryman to an Ensign (+5pts). - Upgrade one Infantryman to a Captain (Unit Leader, +8pts), replacing Musket and Bayonet with Pistol and Sabre. - The Sergeant may exchange his Musket and Bayonet for Pike and Sword (free) - For every 10 models in the unit, one Infantryman may be upgraded to a Sapper (p.36, +6pts). - For every 5 models in the unit, one Rifleman may be upgraded to a Chosen Man (+5pts). - The entire unit may be upgraded to **Grenadiers** (+2pts per model), gaining the Hardened special rule, or to **Elite Infantry** (+3pts per model), gaining the Drilled special rule.

Design Note: Though British Line Battalions carried two standards – the regular colours and the King's colours – skirmishes of this scale are considered too small for the King's Colours to be present, and thus only one Standard Bearer is allowed. Models with the King's Colours make great scenario objectives though!
Design Note: In a Highland regiment, the Drummer will actually be a Piper, but the rules are the same.

0–1 ROYAL MARINES LANDING PARTY (55PTS)

Model	M	R	C	W	TAC	STG	Type
Marine	4	3	3	1	3	–	Infantry
Bosun	4	3	3	1	3	1	Officer (Infantry)
Lieutenant	4	3	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Bosun (Unit Leader) and 4 Marines	Musket, Bayonet, Sabre				Two-Rank Line		
Options	- May take 5 additional Marines (+50pts). - Any model may take a Pistol (+2pts) - Up to half the models in the unit (round up) may exchange Musket and Bayonet for a Pike (free). - One model in the unit may take a Volley Gun (+5pts) - Upgrade one Marine to a Piper (+3pts, counts as Drummer). - Upgrade one Marine to a Lieutenant (Unit Leader, +10pts), replacing Musket and Bayonet with a Pistol.						

CAVALRY UNITS

LIGHT DRAGOONS (100PTS)

Model	M	R	C	W	TAC	STG	Type
Light Dragoon	3	4	3	2	3	–	Cavalry
Sergeant	3	4	3	2	3	1	Officer (Cavalry)
Captain	3	4	3	3	3	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Light Dragoons	Carbine, Pistol, Sabre				Devastating Charge, Impetuous		
Options	- May take 5 additional Light Dragoons (+95pts). - Upgrade one Light Dragoon to a Bugler (+5pts). - Upgrade the Sergeant to a Captain (Unit Leader, +10pts).						

HUSSARS (110PTS)

Model	M	R	C	W	TAC	STG	Type
Hussar	4	3	3	2	4	–	Cavalry
Sergeant	4	3	3	2	4	1	Officer (Cavalry)
Captain	4	3	3	3	4	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Hussars	Carbine, Pistol, Sabre				Devastating Charge		
Options	- May take 5 additional Hussars (+105pts). - Upgrade one Hussar to a Bugler (+5pts). - Upgrade the Sergeant to a Captain (Unit Leader, +12pts).						

ARTILLERY UNITS

CANNON (50PTS)

Model	M	R	C	W	TAC	STG	Type
Crew	2	3	3	1	3	–	Infantry
Captain	2	3	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Captain (Unit Leader) and 3 Crew	Small Cannon				Cumbersome		
Options	- May take up to 2 additional Crew (+3pts per model). - May take Muskets (+2pts per model). The Captain may take a Pistol and Sabre (+2pts) instead. - Upgrade to Medium Cannon (+10pts).						

0–1 ROYAL MARINES GUNNERY TEAM (40PTS)

Model	M	R	C	W	TAC	STG	Type
Crew	4	3	3	1	3	–	Infantry
Gunnery Sergeant	4	3	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Gunnery Sergeant (Unit Leader) and 2 Crew	Swivel Gun, Pistol				Cumbersome		
Options	- The Gunnery Sergeant may take a Sword (+1pt).						

BRITISH PENINSULAR ALLIES

Britain's allies from the fifth coalition, Portugal, were perhaps not the greatest army in Europe, but were invaluable in the struggle against Napoleon all the same. The Spanish, meanwhile, who Napoleon had expected to surrender quickly, rebelled against French occupation in large numbers, weakening Bonaparte's position as the British advanced.

FORCE SPECIAL RULES

- **Remnants of Conquest:** Independent Officers from the British Peninsular Allies list may not be your Commander if your force includes any units from the Great Britain Force List – in this instance, you must choose an Officer from the Great Britain list to be your Commander even if they are not your primary force.

ALLIES

- Great Britain (p.46)

INDEPENDENT OFFICERS

SPANISH OR PORTUGUESE COLONEL (40PTS)

Model	M	R	C	W	TAC	STG	Type
Colonel	3	3	4	2	3	2	Officer (Infantry)
ADC	3	3	3	1	3	–	Infantry/Cavalry
Unit Composition	**Equipment**				**Special Rules**		
1 Colonel	Pistol, Sabre				–		
Options	- May purchase a single Strategy (p.30). If the Colonel is your Commander, he may also purchase one Trait at the cost specified on p.31. - May ride a horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule. - May take the Melee Specialist (2) special rule (+6pts). - May be accompanied by 0–3 Aides-de-Camp (+4pts per model if on foot, or +6pts per model if mounted).						

INFANTRY UNITS

PORTUGUESE CACADORES (45PTS)

Model	M	R	C	W	TAC	STG	Type
Cacador	2	3	2	1	4	–	Infantry
Sargento	2	3	2	1	4	1	Officer (Infantry)
Capitan	3	3	3	3	4	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sargento (Unit Leader) and 4 Cacadores	Musket, Bayonet				Light Infantry		
Options	- May take 5 additional Cacadores (+40pts). - Upgrade one Cacador to a Bugler (+4pts). - Upgrade the Sargento to a Capitan (Unit Leader, +10pts), replacing Musket and Bayonet with Pistol and Sabre. - The entire unit may be upgraded to **Tiradores** (+3pts per model), gaining the Sharpshooters special rule.						

PORTUGUESE MILITIA (45PTS)

Model	M	R	C	W	TAC	STG	Type
Militiaman	2	3	2	1	2	–	Infantry
Sargento	2	3	2	1	2	1	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sargento (Unit Leader) and 9 Militiamen	Musket, Bayonet				Militia		
Options	- May take 10 additional Militiamen (+40pts). - Upgrade one Militiaman to a Drummer (+3pts). - Upgrade one Militiaman to a Standard Bearer (+8pts).						

SPANISH GUERRILLAS (45PTS)

Model	M	R	C	W	TAC	STG	Type
Guerrilla	3	3	2	1	3	–	Infantry
Sargento	3	3	2	1	3	1	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sargento (Unit Leader) and 9 Guerrillas	Musket, Bayonet, Pistol				Guerrillas, Hate (France), Light Infantry		
Options	- May take 10 additional Guerrillas (+40pts). - Up to half the models in the unit (round up) may take a Sabre (+2pts per model). - One model in every 5 may take an Axe (+1pt per model). - One unit of Spanish Guerrillas in the force may be upgraded to **Cazadores de Barbastros** (+3pts per model), gaining the Sharpshooters special rule.						

0–1 SPANISH OR PORTUGUESE INFANTRY (65PTS)

Model	M	R	C	W	TAC	STG	Type
Infantryman	3	3	2	1	3	–	Infantry
Sargento	3	3	2	1	3	1	Officer (Infantry)
Capitan	3	3	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sargento (Unit Leader) and 9 Infantrymen	Musket, Bayonet				–		
Options	- May take 10 additional Infantrymen (+60pts). - Upgrade one Infantryman to a Drummer (+3pts). - Upgrade one Infantryman to a Standard Bearer (+8pts). - Upgrade one Infantryman to a Capitan (Unit Leader, +10pts), replacing Musket and Bayonet with Pistol and Sabre. - The entire unit may be upgraded to **Grenadiers** (+2pts per model), gaining the Hardened special rule.						

0–1 TIRADORES DE DOYLE (50PTS)

Model	M	R	C	W	TAC	STG	Type
Tirador	2	3	2	1	3	–	Infantry
Sargento	2	3	2	1	3	1	Officer (Infantry)
Colonel Doyle	3	3	5	3	3	3	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sargento (Unit Leader) and 4 Tiradores	Musket, Bayonet				Guerrillas, Light Infantry		
Options	- May take 5 additional Tiradores (+50pts). - Upgrade one Tirador to a Bugler (+4pts). - The Sargento may be upgraded to Colonel Doyle (+35pts), gaining a Sabre and granting the unit the Sharpshooters special rule.						

CAVALRY UNITS

0–1 SPANISH OR PORTUGUESE CAVALRY (100PTS)

Model	M	R	C	W	TAC	STG	Type
Cavalryman	3	4	2	2	3	–	Cavalry
Sargento	3	4	2	2	3	1	Officer (Cavalry)
Capitan	3	4	3	3	3	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sargento (Unit Leader) and 4 Cavalrymen	Musketoon, Pistol, Sabre				Devastating Charge, Impetuous		
Options	- May take 5 additional Cavalrymen (+95pts). - Upgrade one Cavalryman to a Bugler (+5pts). - Upgrade the Sargento to a Capitan (Unit Leader, +10pts). - The entire unit may take the Cuirasses special rule (+2pts per model). - The entire unit may exchange Musketoons for Carbines (+1pt per model).						

0–1 DON SANCHEZ'S GUERRILLA CAVALRY (120PTS)

Model	M	R	C	W	TAC	STG	Type
Guerrilla Cavalryman	3	3	2	2	4	–	Cavalry
Sargento	3	3	2	2	4	1	Officer (Cavalry)
Don Sanchez	3	3	3	3	4	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sargento (Unit Leader) and 4 Guerrilla Cavalrymen	Lance, Pistol, Sabre				Devastating Charge, Guerrillas, Hate (France)		
Options	- May take 10 additional Guerrilla Cavalrymen (+115pts). - The Sargento may be upgraded to Don Sanchez (+35pts), granting the unit the Fearsome Reputation special rule.						

ARTILLERY UNITS

RESISTANCE GUNNERS (36PTS)

Model	M	R	C	W	TAC	STG	Type
Crew	2	3	2	1	2	–	Infantry
Capitan	2	3	2	2	2	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Capitan (Unit Leader) and 2 Crew	Swivel Gun				Cumbersome		
Options	–						

PORTUGUESE ARTILLERY (55PTS)

Model	M	R	C	W	TAC	STG	Type
Crew	2	3	2	1	2	–	Infantry
Capitan	2	3	2	2	2	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Capitan (Unit Leader) and 3 Crew	Medium Cannon				Cumbersome		
Options	- May take up to 2 additional Crew (+3pts per model). - May take Muskets (+2pts per model). The Capitan may take a Pistol and Sabre (+2pts) instead.						

WATERLOO ALLIES

By the time Napoleon returned from exile, he discovered that the political face of Europe had changed much in his absence. No longer had he any allies to call upon, but found that his old enemies had become emboldened by his prior defeats. Great Britain moved quickly, calling upon its old protectorates and new-found allegiances to bolster its forces.

FORCE SPECIAL RULES

- None.

ALLIES

- Great Britain (p.46)
- Prussia (p.56)

INDEPENDENT OFFICERS

COLONEL (40PTS)

Model	M	R	C	W	TAC	STG	Type
Colonel	3	3	4	2	3	2	Officer (Infantry)
ADC	3	3	3	1	3	–	Infantry/Cavalry
Unit Composition	**Equipment**				**Special Rules**		
1 Colonel	Pistol, Sabre				–		
Options	- May purchase up to two Strategies (p.30). If the Colonel is your Commander, he may also purchase one Trait at the cost specified on p.36. - May ride a horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule. - May be accompanied by 0–3 Aides-de-Camp (+4pts per model if on foot, or +6pts per model if mounted). - One Colonel in the force may be upgraded to a **Brunswicker** (+5pts), gaining +1 Command.						

MAJOR (35PTS)

Model	M	R	C	W	TAC	STG	Type
Major	3	3	4	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Major	Pistol, Sabre				–		
Options	- May purchase a single Strategy (p.30). If the Major is your Commander, he may also purchase one Trait at the cost specified on p.31. - May ride a horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule.						

INFANTRY UNITS

BRUNSWICK LIGHT INFANTRY (40PTS)

Model	M	R	C	W	TAC	STG	Type
Light Infantryman	3	3	3	1	3	–	Infantry
Sergeant	3	3	3	1	3	1	Officer (Infantry)
Captain	3	3	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Light Infantrymen	Musket, Bayonet				Light Infantry, Impetuous		
Options	- May take 5 additional Light Infantrymen (+35pts). - Upgrade one Light Infantryman to a Drummer (+3pts). - Upgrade one Light Infantryman to a Standard Bearer (+8pts). - Upgrade the Sergeant to a Captain (Unit Leader, +6pts), replacing Musket and Bayonet with Pistol and Sabre.						

0–3 BRUNSWICK AVANTGARDES (45PTS)

Model	M	R	C	W	TAC	STG	Type
Avantgarde	3	3	2	1	4	–	Infantry
Sergeant	3	3	2	1	4	1	Officer (Infantry)
Captain	3	3	3	2	4	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Avantgardes	Musket, Bayonet				Light Infantry, Impetuous, Sharpshooters		
Options	- May take 5 additional Avantgardes (+40pts). - Upgrade one Avantgarde to a Bugler (+3pts). - Upgrade one Avantgarde to a Captain (Unit Leader, +10pts), replacing Musket and Bayonet with either Pistol and Sabre or Rifle and Sabre. - The entire unit may exchange Muskets and Bayonets for Rifles and Swords (+3pts per model).						

JAEGERS (65PTS)

Model	M	R	C	W	TAC	STG	Type
Jaeger	2	3	3	1	3	–	Infantry
Sergeant	2	3	3	1	3	1	Officer (Infantry)
Captain	3	3	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Jaegers	Rifle, Sword				Light Infantry, Sharpshooters		
Options	- May take 5 additional Jaegers (+60pts). - Upgrade one Jaeger to a Bugler (+3pts). - Upgrade one Jaeger to a Captain (Unit Leader, +6pts).						

0–1 LINE INFANTRY (75PTS)

Model	M	R	C	W	TAC	STG	Type
Infantryman	3	3	3	1	3	–	Infantry
Sergeant	3	3	3	1	3	1	Officer (Infantry)
Captain	3	3	3	2	3	2	Officer (Infantry)

Unit Composition	Equipment	Special Rules
1 Sergeant (Unit Leader) and 9 Infantrymen	Musket, Bayonet	–
Options	- May take 10 additional Infantrymen (+70pts). - Upgrade one Infantryman to a Drummer (+3pts). - Upgrade one Infantryman to a Standard Bearer (+8pts). - For every 10 models in the unit, one Infantryman may be upgraded to a Sapper (p.36, +6pts). - Upgrade one Infantryman to a Captain (Unit Leader, +6pts), replacing Musket and Bayonet with Pistol and Sabre. - The entire unit may be upgraded to **Grenadiers** (+2pts per model), gaining the Hardened special rule.	

LANDWEHR/MILITIA (45PTS)

Model	M	R	C	W	TAC	STG	Type
Militiaman	2	3	2	1	2	–	Infantry
Captain	3	3	2	1	2	2	Officer (Infantry)

Unit Composition	Equipment	Special Rules
1 Captain (Unit Leader) and 9 Militiamen	Musket, Bayonet	Militia
Options	- May take 10 additional Militiamen (+40pts). - Upgrade one Militiaman to a Drummer (+3pts). - Upgrade one Militiaman to a Standard Bearer (+8pts).	

CAVALRY UNITS

0–1 CUMBERLAND HUSSARS (110PTS)

Model	M	R	C	W	TAC	STG	Type
Hussar	4	3	3	2	3	–	Cavalry
Sergeant	4	3	3	2	3	1	Officer (Cavalry)
Captain	4	3	3	3	3	2	Officer (Cavalry)

Unit Composition	Equipment	Special Rules
1 Sergeant (Unit Leader) and 4 Hussars	Carbine, Pistol, Sabre	Devastating Charge
Options	- May take 5 additional Hussars (+105pts). - Upgrade one Hussar to a Bugler (+5pts). - Upgrade the Sergeant to a Captain (Unit Leader, +12pts).	

0–1 BRUNSWICK 'DEATH'S HEAD' HUSSARS (120PTS)

Model	M	R	C	W	TAC	STG	Type
Hussar	4	3	3	2	4	–	Cavalry
Sergeant	4	3	3	2	4	1	Officer (Cavalry)
Captain	4	3	3	3	4	2	Officer (Cavalry)

Unit Composition	Equipment	Special Rules
1 Sergeant (Unit Leader) and 4 Hussars	Carbine, Pistol, Sabre	Devastating Charge, Fearsome Reputation
Options	- May take 5 additional Hussars (+110pts). - Upgrade one Hussar to a Bugler (+5pts). - Upgrade the Sergeant to a Captain (Unit Leader, +12pts).	

BRUNSWICK UHLANS (100PTS)

Model	M	R	C	W	TAC	STG	Type
Uhlan	3	3	3	2	3	–	Cavalry
Sergeant	3	3	3	2	3	1	Officer (Cavalry)
Captain	3	3	3	3	3	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Uhlans	Lance, Pistol, Sabre				Devastating Charge		
Options	- May take 5 additional Uhlans (+95pts). - Upgrade one Uhlan to a Bugler (+5pts). - Upgrade the Sergeant to a Captain (Unit Leader, +12pts).						

DUTCH/BELGIAN CARABINEERS (90PTS)

Model	M	R	C	W	TAC	STG	Type
Carabineer	3	3	2	2	3	–	Cavalry
Sergeant	3	3	2	2	3	1	Officer (Cavalry)
Captain	3	3	3	3	3	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Carabineers	Musketoon, Pistol, Sabre				Devastating Charge		
Options	- May take 5 additional Carabineers (+85pts). - Upgrade one Carabineer to a Bugler (+5pts). - Upgrade the Sergeant to a Captain (Unit Leader, +15pts).						

DUTCH/BELGIAN LIGHT DRAGOONS (100PTS)

Model	M	R	C	W	TAC	STG	Type
Light Dragoon	3	4	2	2	3	–	Cavalry
Sergeant	3	4	2	2	3	1	Officer (Cavalry)
Captain	3	4	3	3	3	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Light Dragoons	Musketoon, Pistol, Sabre				Devastating Charge		
Options	- May take 5 additional Light Dragoons (+95pts). - Upgrade one Light Dragoon to a Bugler (+5pts). - Upgrade the Sergeant to a Captain (Unit Leader, +15pts).						

ARTILLERY UNITS

CANNON (48PTS)

Model	M	R	C	W	TAC	STG	Type
Crew	2	3	2	1	2	–	Infantry
Captain	2	3	2	2	2	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Captain (Unit Leader) and 3 Crew	Small Cannon				Cumbersome		
Options	- May take up to 2 additional Crew (+3pts per model). - May take Muskets (+2pts per model). The Captain may take a Pistol and Sabre (+2pts) instead. - Upgrade to Medium Cannon (+10pts).						

OPPOSITE: The Füsilier-Bataillon of the 21. Infanterie-Regiment storming Medy-Bas, by Steve Noon © Osprey Publishing. Taken from Warrior 62: Prussian Regular Infantryman 1808–15.

PRUSSIA

Prussia, perhaps more than any other nation during the Napoleonic Wars, suffered unbelievable highs and lows as both enemies and allies of France. After its utter humiliation at Napoleon's hands in 1806, the somewhat inconstant and indecisive King Frederick William III managed to drag the Prussian army from the ashes like a phoenix to hand Napoleon his ultimate defeat at Waterloo.

FORCE SPECIAL RULES

- **Embittered:** All Prussian units gain the Stubborn special rule when engaged in melee against at least one unit from the France Force List.

ALLIES

- Great Britain (p.46)
- Waterloo Allies (p.52)

INDEPENDENT OFFICERS

0–1 COLONEL (45PTS)

Model	M	R	C	W	TAC	STG	Type
Colonel	3	3	5	2	3	2	Officer (Infantry)
ADC	3	3	3	1	3	–	Infantry/Cavalry
Unit Composition	**Equipment**				**Special Rules**		
1 Colonel	Pistol, Sabre				–		
Options	- May purchase up to two Strategies (p.30). If the Colonel is your Commander, he may also purchase one Trait at the cost specified on p.31. - May ride a horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule. - May be accompanied by 0–3 Aides-de-Camp (+4pts per model if on foot, or +6pts per model if mounted).						

MAJOR (40PTS)

Model	M	R	C	W	TAC	STG	Type
Major	3	3	4	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Major	Pistol, Sabre				–		
Options	- May purchase a single Strategy (p.30). If the Major is your Commander, he may also purchase one Trait at the cost specified on p.31. - May ride a horse (+5pts), changing his unit type to Officer (Cavalry), and gaining the Devastating Charge special rule.						

INFANTRY UNITS

FUSILIERS (45PTS)

Model	M	R	C	W	TAC	STG	Type
Fusilier	3	3	3	1	3	–	Infantry
Sergeant	3	3	3	1	3	1	Officer (Infantry)
Captain	3	3	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Fusiliers	Musket, Bayonet				Light Infantry		
Options	- May take 5 additional Fusiliers (+40pts). - Upgrade one Fusilier to a Drummer (+3pts). - Upgrade one Fusilier to a Standard Bearer (+8pts). - For every 5 models in the unit, one Fusilier may be upgraded to a Volunteer Jager (counts as Chosen Man, +3pts per model) with Rifle and Sabre. - Upgrade one Fusilier to a Captain (Unit Leader, +6pts), replacing Musket and Bayonet with Pistol and Sabre.						

0–2 SCHUTZEN (60PTS)

Model	M	R	C	W	TAC	STG	Type
Schutze	3	3	4	1	3	–	Infantry
Sergeant	3	3	4	1	3	1	Officer (Infantry)
Captain	4	3	4	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Schutzen	Rifle, Sword				Light Infantry, Sharpshooters		
Options	- May take 5 additional Schutzen (+55pts). - Upgrade one Schutze to a Bugler (+4pts). - Upgrade one Schutze to a Captain (Unit Leader, +6pts).						

0–1 MUSKETEERS (70PTS)

Model	M	R	C	W	TAC	STG	Type
Musketeer	3	3	3	1	3	–	Infantry
Sergeant	3	3	3	1	3	1	Officer (Infantry)
Captain	3	3	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 9 Musketeers	Musket, Bayonet				–		
Options	- May take 10 additional Musketeers (+70pts). - Upgrade one Musketeer to a Drummer (+3pts). - Upgrade one Musketeer to a Standard Bearer (+8pts). - For every 10 models in the unit, one Musketeer may be upgraded to a Sapper (p.36, +6pts). - For every 5 models in the unit, one Musketeer may be upgraded to a Volunteer Jager (counts as Chosen Man, +3pts per model) with Rifle and Sabre. - Upgrade one Musketeer to a Captain (Unit Leader, +6pts), replacing Musket and Bayonet with Pistol and Sabre.						

0–3 LANDWEHR (45PTS)

Model	M	R	C	W	TAC	STG	Type
Landwehr	2	3	2	1	2	–	Infantry
Captain	3	3	2	1	2	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Captain (Unit Leader) and 9 Landwehr	Musket, Bayonet				Militia		
Options	- May take 10 additional Landwehr (+40pts). - Upgrade one Landwehr to a Drummer (+3pts). - Upgrade one Landwehr to a Standard Bearer (+8pts).						

CAVALRY UNITS

HUSSARS (115PTS)

Model	M	R	C	W	TAC	STG	Type
Hussar	4	3	3	2	4	–	Cavalry
Sergeant	4	3	3	2	4	1	Officer (Cavalry)
Captain	4	3	3	3	4	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Hussars	Pistol, Sabre				Devastating Charge		
Options	- May take 5 additional Hussars (+110pts). - Upgrade one Hussar to a Bugler (+5pts). - Upgrade the Sergeant to a Captain (Unit Leader, +12pts).						

UHLANS (100PTS)

Model	M	R	C	W	TAC	STG	Type
Uhlan	3	3	3	2	3	–	Cavalry
Sergeant	3	3	3	2	3	1	Officer (Cavalry)
Captain	3	3	3	3	3	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Uhlans	Lance, Pistol, Sabre				Devastating Charge		
Options	- May take 5 additional Uhlans (+95pts). - Upgrade one Uhlan to a Bugler (+5pts). - Upgrade the Sergeant to a Captain (Unit Leader, +12pts).						

0–2 LANDWEHR CAVALRY (75PTS)

Model	M	R	C	W	TAC	STG	Type
Landwehr Cavalryman	2	3	2	2	2	–	Cavalry
Captain	3	3	2	2	2	2	Officer (Cavalry)
Unit Composition	**Equipment**				**Special Rules**		
1 Sergeant (Unit Leader) and 4 Landwehr Cavalrymen	Lance, Pistol, Sabre				Devastating Charge		
Options	- May take 10 additional Landwehr Cavalrymen (+70pts). - Upgrade one Landwehr Cavalryman to a Bugler (+5pts).						

ARTILLERY UNITS

CANNON (60PTS)

Model	M	R	C	W	TAC	STG	Type
Crew	2	3	3	1	3	–	Infantry
Captain	2	3	3	2	3	2	Officer (Infantry)
Unit Composition	**Equipment**				**Special Rules**		
1 Captain (Unit Leader) and 3 Crew	Medium Cannon				Cumbersome		
Options	- May take up to 2 additional Crew (+3pts per model). - May take Muskets (+2pts per model). The Captain may take a Pistol and Sabre (+2pts) instead.						

SCENARIOS

Games of *Chosen Men* are structured around scenarios, which provide a variety of gaming set-ups, special deployments and victory conditions.

SIZE OF SKIRMISH

The first decision you will need to make is what size of game you wish to play. Games are best played between forces of equal size. What we call a 500-point game therefore equates to two forces worth up to 500pts each, but not one point over.

As a rule of thumb, a game of 150–350pts will take only an hour or two to play, depending upon your level of familiarity with the rules. Games of 350–500pts are the 'standard' sized games for which the rules are optimised, and will take a little longer to play. Games of up to 1,000pts are larger scale affairs that will take the best part of an afternoon, if not most of a day, to play, and are great to split up between a larger group of friends for a day of chatter, food and wargaming!

THE GAMING AREA

The size of the game you're playing will dictate the size of the gaming area you will need. For games of up to 350pts you will find that a 36" square board will suffice. For larger games, this area will still do, but you'll find it starts to become cramped, and artillery might begin to dominate proceedings. Therefore a 48" square board is preferable for medium or large games.

THE BOARD EDGE

One abstraction it is worth noting is about the board edge. The edge of the board represents the end of the combat zone – any model leaving that imaginary barrier is only going to get themselves into trouble by running into a larger enemy patrol, or being shot as deserters!

The edge of the gaming area is impassable except to fleeing units, unless the scenario rules state otherwise.

HOW MUCH SCENERY?

The amount of scenery you use in your games is often down to personal taste. Remember that this is a skirmish game, often set in the heart of thick forests, mountain passes or Iberian pueblos. Unlike large-scale Napoleonic wargames, you do not need to leave space for huge battalions to manoeuvre, and therefore the more terrain you use the better!

As a simple guideline, categorise your scenery pieces into 'large' (buildings, hills, towers, larger woodland stands, river sections) and 'small' (rocky outcrops, 6" of linear barrier, huts, etc.). Allow up a single large piece or three small for every full square foot of gaming area, and you won't go far wrong. Use more or less depending on personal taste.

PLACING SCENERY

The quickest and fairest way to place scenery on the board is to decide how many scenery pieces you wish to use, then roll off to see who starts placing them first. Take it in turns to place all the scenery onto the gaming area. Players should then discuss whether they wish to nudge and adjust the final positions to make a more aesthetically pleasing layout.

Some scenarios define restrictions for scenery placement, or specify particular areas of the gaming area where scenery must be placed (or may not be placed) – observe these restrictions first, and then place the rest in the manner described above.

CHOOSING A SCENARIO

The simplest way determine which scenario to play is for the players to agree on one of the scenarios from the table below, and set up the game in a mutually agreeable fashion. If you wish to select a scenario at random, however, simply roll a D6 and let the dice decide.

Scenario Selection

D6 Roll	Scenario
1	Meeting Engagement
2	Take and Hold
3	Piquet Duty
4	The Vanguard
5	Capture the Flag
6	Bonaparte's Gold

SCENARIO FORMAT

Each scenario provides all the information you need to set up the board, deploy your forces and determine a winner. The information required to play is always presented in the same order, as follows.

- **Description:** A short overview of the situation represented by the scenario.
- **The Battlefield:** A description of the battlefield and any special scenery setup and deployment rules.
- **Game Length:** The number of turns the game should last (the game ends at the end of the Recovery Phase in the specified turn, unless the Random Game Length rule is in effect).
- **Scenario Special Rules:** Any special rules that modify the way the game is played during the scenario.
- **Victory Conditions:** If a scenario has any special Victory conditions, they are listed in this section. Most scenarios, however, use the Victory Points scenario special rule for working out who has won (see below).

SCENARIO SPECIAL RULES

Some scenarios use special rules that modify the main rules of the game, and provide extra challenges to your forces. These special rules are grouped together here.

NIGHT FIGHTING

This battle takes place at night-time, although dawn is not far away. At the start of the game, no model may draw line of sight more than 12” away. Beginning on turn 2, however, the player with Initiative rolls a dice on the Dawn Breaks chart, below, at the end of the Initiative phase. If the specified score is rolled, the sun rises and the Night Fighting restriction ceases to be in effect.

Dawn Breaks Chart

Turn	Dawn Breaks On A…
2	5+
3	4+
4	3+
5	2+
6+	Auto

OBJECTIVES

Objectives are represented by markers, which are placed on the gaming area before the forces are deployed. These represent stashes of ammunition and other supplies, loot, secret enemy plans, or perhaps just a strategic point that both sides wish to control. Objective markers do not count as scenery, and can be moved over freely.

At the start of a game, unless the scenario rules state otherwise, roll D3+1 to determine the number of objectives. Nominate a player to roll for the number of objectives – the other player will be the first to place one. Players take it in turns to place an objective anywhere on the battlefield, except in Impassable terrain, in a player deployment zone, or within 8" of another objective marker.

An objective is considered 'controlled' if you have an unbroken, unengaged Infantry unit, comprising at least five models, within 3" of it, and closer than an eligible enemy unit.

In a game that uses Victory Points, any objective controlled by a unit when the game ends grants 3 VPs.

RANDOM GAME LENGTH

Some scenarios don't last for a set number of turns, but can instead end unexpectedly. Play for the number of turns specified in the Game Length section as normal. However, at the end of the final turn, the game may not actually be over. Instead, the player with initiative rolls a D6 – on a 3 or more, the game continues for another turn. At the end of that turn, the player with initiative rolls as before; this time the game continues on a 4+. Continue in this fashion, increasing the dice roll required by one each time – the game will always continue on the roll of a 6, or until one force is wiped out or concedes.

RESERVES

Some scenarios allow one or both sides to bring on Reserves later in the battle. In such scenarios, up to half your units (rounding fractions down) may held back as reinforcements, and are not deployed with the rest of the force. Artillery may not be held back in Reserve. You must have at least one unit in Reserve if the scenario rules apply this special rule..

At the start of the second turn, players with units in Reserve roll a D6 for each unit, beginning with the player with initiative and alternating, one unit at a time. If the dice score shown on the chart below is rolled, the selected unit is placed in contact with a board edge specified by the scenario rules. The unit must adopt a legal formation; no model may be placed more than 6" onto the board as part of the selected formation. The unit acts normally in the Activation phase of the turn it arrives.

Reserves Chart

Turn	Reserves Arrive On A...
2	4+
3	3+
4	2+
5+	Auto

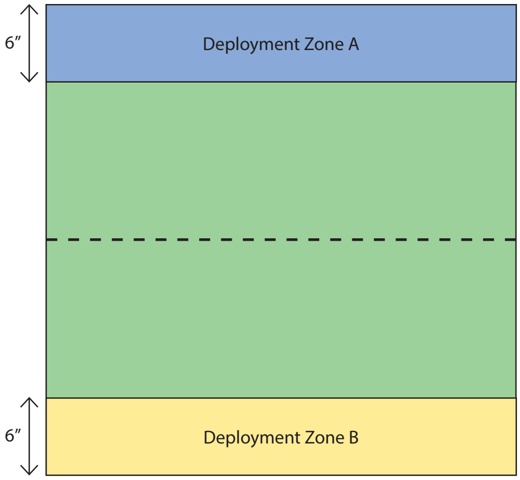
VICTORY POINTS

Victory Points (VP) are used to calculate victory at the end of a game. Keep a careful note of how many VPs are won as the game progresses. At the end of the game, the side with the most VPs wins. If the number of VPs is equal, the game is a draw.

Victory Points

Achievement	VPs Gained
Enemy Infantry or Cavalry unit (not Independent Officers) reduced to half strength (half or more models are killed, rounding fractions up)	1
Enemy unit (any type) wiped out or flees off the board	2*
Enemy colours captured	2
Enemy Commander killed	3**

* These VPs are not cumulative with being reduced to half strength.
** These points are not cumulative with wiping out an enemy unit.



SCENARIO 1: MEETING ENGAGEMENT

THE BATTLEFIELD

Place the scenery as described on p.59. The player who started placing scenery pieces second may choose their deployment zone, A or B, and deploys their first unit. Deployment alternates until all units are placed.

GAME LENGTH

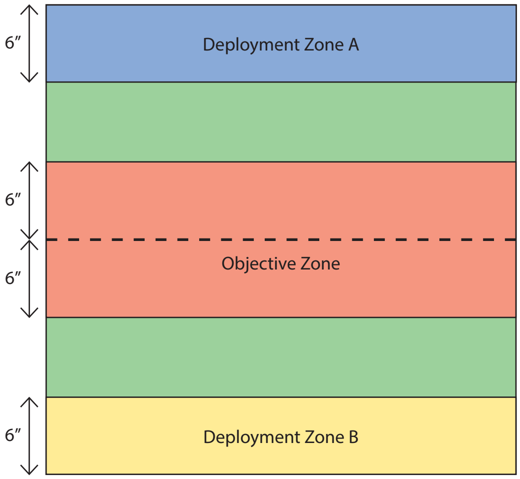
6 Turns*.

SCENARIO SPECIAL RULES

- Random Game Length.
- Victory Points.

VICTORY CONDITIONS

The player with the most Victory Points at the end of the game wins. If one side wipes out the other before the end of the final turn, that side wins automatically.



SCENARIO 2: TAKE AND HOLD

THE BATTLEFIELD

Place the scenery as described on p.59. The player who started placing scenery pieces second may choose their deployment zone, A or B, and deploys their first unit. Deployment alternates until all units are placed.

GAME LENGTH

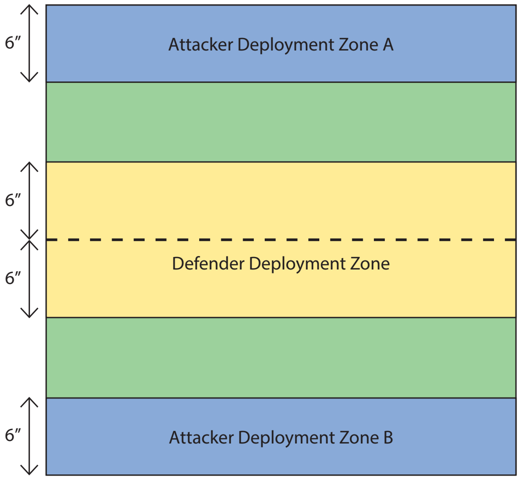
6 Turns.

SCENARIO SPECIAL RULES

- Objectives. Starting with the player who finished deploying first, alternate placing 3 Objective markers in the area in the middle of the board, as shown on the map. No Objective marker may be placed within 8” of another.

VICTORY CONDITIONS

The player who controls the most Objectives at the end of the game wins. If one side wipes out the other before the end of the final turn, that side wins automatically.



SCENARIO 3: PIQUET DUTY

THE BATTLEFIELD

Roll off to determine which player will be the Attacker and which player the Defender (winner chooses). The Defender arranges a rough ‘camp site’ within 6” of the centre of the board, using linear barriers (no greater total length of 18”), a campfire, tents, etc. the rest of the scenery is placed as described on p.59. The Defender then places all of their forces within 6” of the centre line. The Attacker decides how many units to hold in reserve, and then splits the remainder of their force in two, with a roughly even number of units in each part, and deploys these in zones A and B. Either of the two edges not fully taken up by the Attacker’s deployment zones are considered the Defender’s edges for the purposes of fleeing and Cauldron of War Strategies.

GAME LENGTH

6 Turns*.

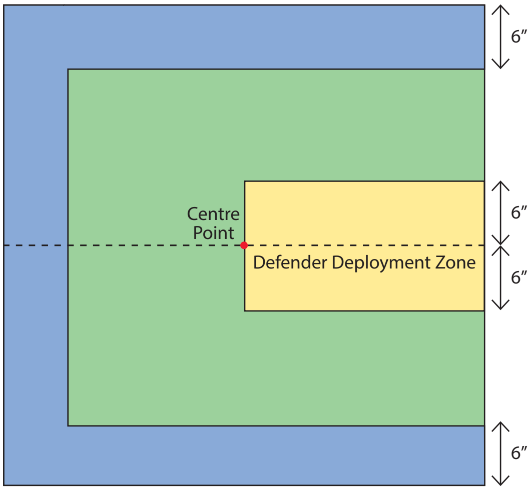
SCENARIO SPECIAL RULES

- Night Fighting.
- Random Game Length.
- Reserves (Attacker only).
- Victory Points.

VICTORY CONDITIONS

The player with the most Victory Points at the end of the game wins. The Attacker gains 2 extra VPs if they have more unbroken units in the Defender's deployment zone than their opponent. If one side wipes out the other before the end of the final turn, that side wins automatically.

SCENARIO 4: THE VANGUARD



THE BATTLEFIELD

Roll off to determine which player will be the Attacker and which player the Defender (winner chooses). The Defender starts placing scenery first, as described on p.59. Both players must nominate how many units they are holding in reserve. The remainder are then deployed one unit at a time, starting with the Defender. The board edge not fully taken up by the Attacker's deployment zones are considered the Defender's edges for the purposes of fleeing and Cauldron of War Strategies.

GAME LENGTH

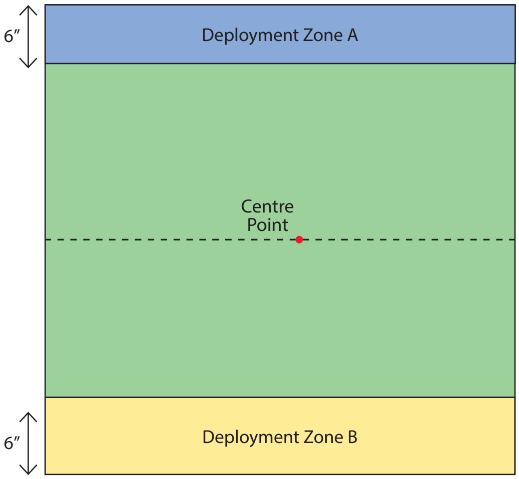
6 Turns.

SCENARIO SPECIAL RULES

- Reserves.
- Victory Points.

VICTORY CONDITIONS

The player with the most VPs at the end of the game wins. If one side wipes out the other before the end of the final turn, that side wins automatically.



SCENARIO 5: CAPTURE THE FLAG

THE BATTLEFIELD

Set up a piece of scenery in the dead centre of the board, suitable to represent a substantial objective. It could be a church, a barn, a wrecked goods wagon, etc. The scenery piece cannot be Impassable terrain. Place the remaining scenery as described on p.59. The player who started placing scenery pieces second may choose their deployment zone, A or B, and deploys their first unit. Deployment alternates until all units are placed.

GAME LENGTH

6 Turns*.

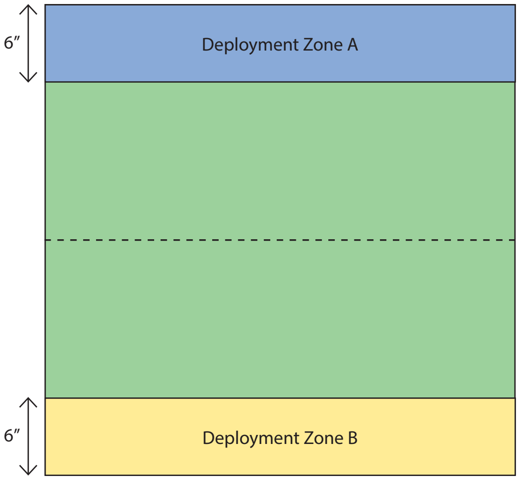
SCENARIO SPECIAL RULES

- Random Game Length.
- Objectives.
- Victory Points.

NB: The first Objective marker is placed in, on or near to the central scenery piece. It is worth 5 Victory Points to the side that controls it at the end of the game. The other Objective markers are placed normally, as described on p.60.

VICTORY CONDITIONS

The player with the most Victory Points at the end of the game wins. If one side wipes out the other before the end of the final turn, that side wins automatically.



SCENARIO 6: BONAPARTE'S GOLD

THE BATTLEFIELD

Place the scenery as described on p.59. The player who started placing scenery pieces second may choose their deployment zone, A or B, and deploys their first unit. Deployment alternates until all units are placed.

GAME LENGTH

6 Turns.

SCENARIO SPECIAL RULES

- Objectives.

VICTORY CONDITIONS

The player with the most Victory Points at the end of the game wins. The Attacker gains 2 extra VPs if they have more unbroken units in the Defender's deployment zone than their opponent. If one side wipes out the other before the end of the final turn, that side wins automatically.

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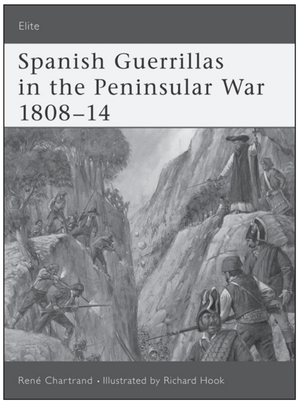
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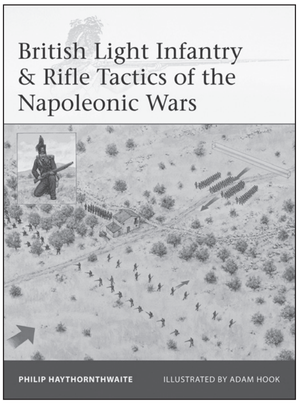
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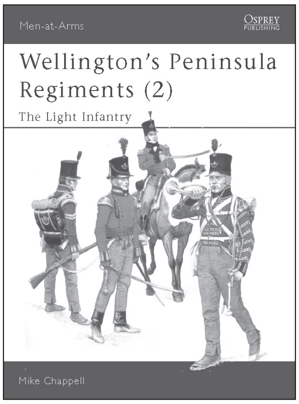
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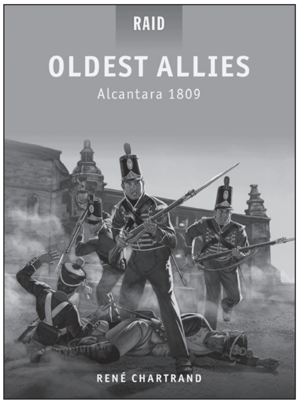
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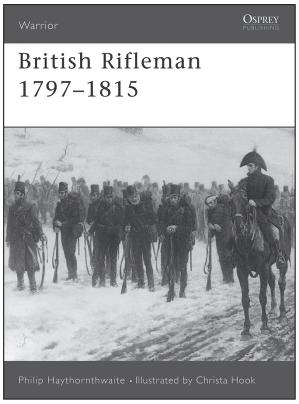
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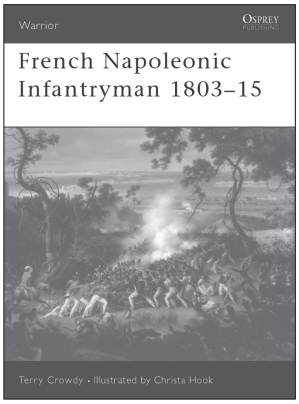
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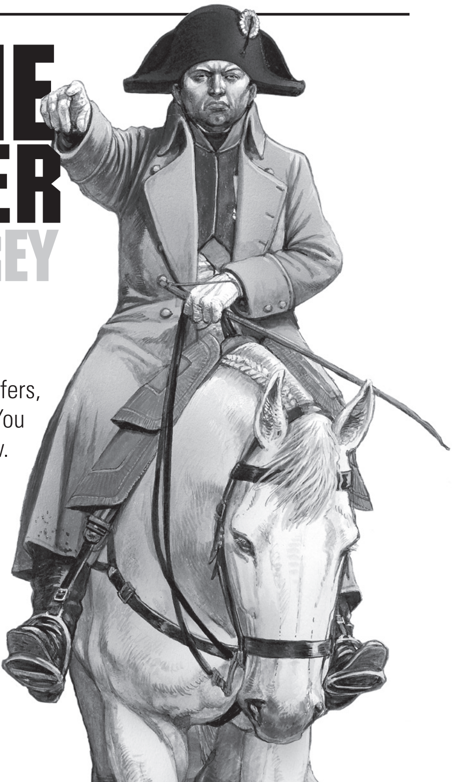

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